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THE ROSCOE MANUAL
Volume I-1 - Program Description

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20. ABSTRACT (Continued)

, various radar and optical propagation error sources, and (5) computing specific phenomenological data.

The ROSCOE documentation consists of a number of volumes; including user manuals (Volumes 1-3), systems code descriptions (Volumes 4, 20, and 21-1), code validation documents (Volumes 6 and 23), and phenomenology code descriptions (all others).

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1 INTRODUCTION

The ROSCOE computer code was designed specifically to be the "laboratory standard" for evaluating nuclear effects on radar and optical sensors. The design philosophy was to take "state-of-the-art" phenomenology models, couple these with a generalized systems modeling framework to allow the user flexibility in structuring different kinds of engagements, and finally, place these in a code structure that would be flexible for change and use. The idea was that ROSCOE would be used as a framework for the development of new physics models by the physicist-user, and as a technology assessment tool by the systems analyst.

The ROSCOE computer code provides an effective means for evaluating these kinds of problems:

1. Radar acquisition, discrimination, and tracking performance in a nuclear environment.
2. Optical (SWIR) surveillance and tracking in the presence of nuclear effects.
3. The degradation of microwave satellite communication systems due to transmission through nuclear disturbed regions.
4. Estimates of radar and optical propagation error sources along specified lines-of-sight.
5. Specific phenomenological data in nuclear disturbed regions for use in other codes or for validating faster running codes.

The phenomenology portion of the code consists of a number of modules, each representing a major calculation type (e.g., chemistry, fireball properties and motion, weapon output, etc.). For each module type, existing phenomenology codes were surveyed to find candidate models for ROSCOE. Models were then selected considering computer constraints and the concept of "balanced accuracy" to yield the first-order ROSCOE phenomenology models.

These were then modified where necessary to match the latest test data and to include new phenomenological concepts.

The systems portion of the code consists of a flexible input/output structure and a library of systems routines from which specific systems modules can be built. For example, the user can specify multi-object attacks with varying object types and weapon types, multiple sensors of varying type, and various output options for many different system applications. General models of a phased-array radar and optical surveillance sensor are also available within the code. The user can simulate his particular radar or optical sensor by specifying a set of input parameters to these models, or he can replace these sensor models with his own. Similarly, simple models for the system functions of radar track and discrimination, optical surveillance, and satellite communications are provided, but can be replaced.

The code structure has been designed to allow for flexibility in making changes so that new phenomenology models can be inserted as they become available and other systems models can be added. The code is event-based, with each event consisting of an overlay of routines which compute some specific set of calculations. For example, many of the phenomenology modules mentioned above are separate events within the code. Thus, to change a phenomenology module, the user would write a replacement event for the one currently in ROSCOE, and insert it in the program structure file. Overlays are constructed at run time by the user, who selects the subroutines which are to be loaded from the program library. Thus to change a subroutine, the user merely inserts his subroutine in the program library and modifies the structure file to insert it in the proper overlay.

The program has several run options. First, the phenomenology block of the code (consisting of several overlays) can be run independently so that detailed phenomenology calculations can be made; second, radar and optical sensor propagation errors can be computed along specified lines-of-sight; third, the system models (radar track and discrimination, optical surveillance,

or satellite communications) can be run independently--in an undisturbed environment; and finally, the systems models can be run in a nuclear environment.

The ROSCOE documentation is divided into thirty-six volumes including user manuals (Volumes 1-3), systems code descriptions (Volumes 4, 20 and 21-1), code validation documents (Volumes 6 and 23), and phenomenology code descriptions (all others). This volume is subdivided into two main sections. The first section, "Understanding ROSCOE", is designed to help the user understand the basic design and content of the code. This is followed by the section, "Using ROSCOE", which describes some elements of the program structure, the input/output routines, and the input/output variables.

2 UNDERSTANDING ROSCOE

This section begins with a program overview to acquaint the reader with the basic assumptions made in developing the program and the computational flow of the code. Brief descriptions of the systems and physics models are given later.

2.1 OVERVIEW

2.1.1 Scenario

The basic scenario which ROSCOE is intended to simulate is shown in Fig. 2.1. One or more sensors on various platforms attempt to discriminate, track or view one or more objects in the presence of a multiburst nuclear environment. Both high-altitude and low-altitude phenomenology modules are available in the code, and they can be run simultaneously.

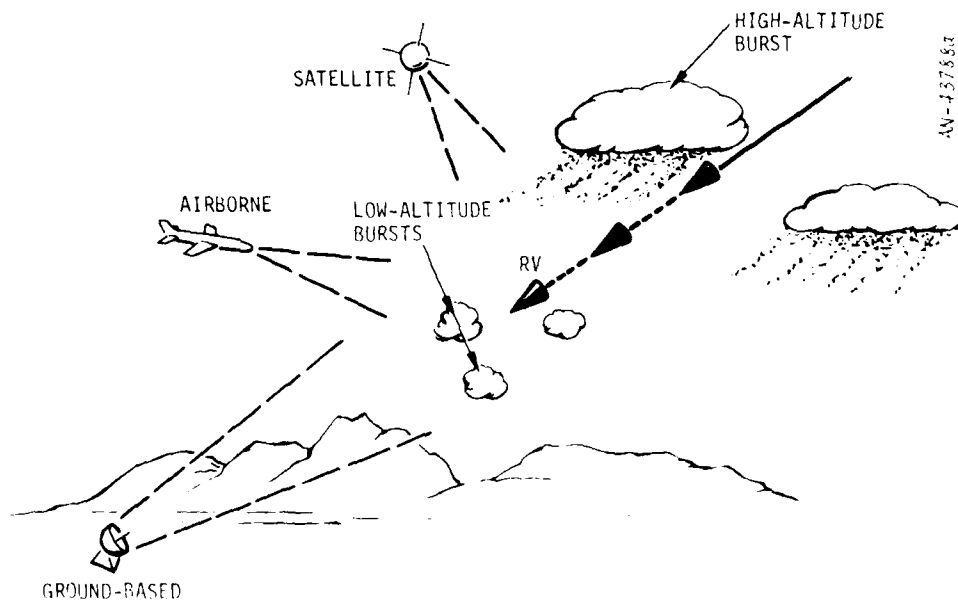


Figure 2.1. ROSCOE Scenario

The sensor platform types include ground-based, airborne and space-borne. Various sensor types can be specified. For example, radars with differing characteristics can be specified in a single run.

Similarly, a number of different object types can be specified in the input. These object types can be mixed in any desired fashion to generate quite complicated attacks.

There are no interceptors modeled in ROSCOE. Interceptor bursts as well as precursor bursts are specified in the input by designating a burst time and location. Weapon types can be mixed as required to simulate a specific engagement.

2.1.2 Basic Assumptions

The main portions of the ROSCOE code are written in Fortran IV, specifically in the version which is currently running on the 6000 and 7000 series computers of Control Data Corporation. In addition, there are a few machine-language subroutines taken from the GRC TRAID¹ library of BMD systems routines.

ROSCOE uses a spherical, rotating earth for trajectory calculations with a Cartesian coordinate system fixed in the earth. This coordinate system has the z-axis pointing out of the geographical north pole, the x-axis out of the equator at the Greenwich meridian, and the y-axis selected to complete a right-handed orthogonal triple (see Fig. 2.2). Since the coordinate system is a rotating one, object motion contains centrifugal and Coriolis terms. Motion of the earth around the sun is ignored except for some atmospheric calculations which require the solar position and flux.

¹T. Plambeck, The Compleat Traidsman, General Research Corporation IM-711/2, September 1968.

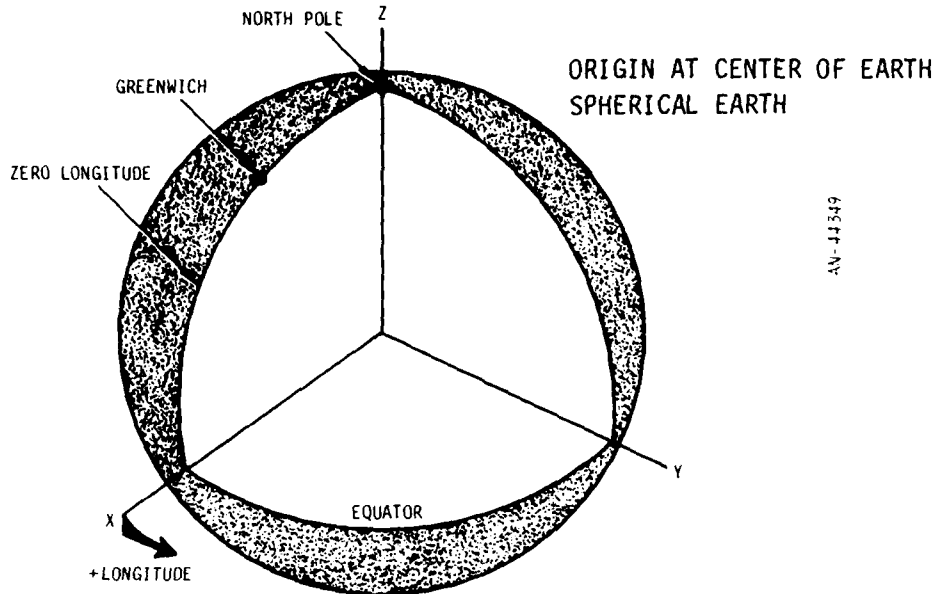


Figure 2.2. Coordinate System

Internal calculations are performed in the CGS system of units. Input and output can be in any units convenient to the user, but non-standard units will be converted to the CGS system within the program.

Two special-purpose program libraries are used in ROSCOE. The first is a BMD systems library of subroutines called TRAID.¹ It provides trajectory-generating programs, input/output routines, and some standardized vector and matrix routines.

The second program library used in ROSCOE is GRC's Dynamic Storage Allocation (DSA)² system. It provides an orderly data base structure which is a key element in allowing for modularity in the code. Basically, it replaces the usual organization of data into large multiply-dimensioned arrays, which are accessed by means of indexing and searched by means of Fortran DO-loops, by a scheme which organizes the data into individual datasets (a list or vector of words) which are, in turn, organized into

¹ T. Plambeck, The Compleat Traidsman, General Research Corporation IM-711/2, September 1968.

² R.L. Stone, A Dynamic Storage Allocation System for Fortran Programs, General Research Corporation IMR- 1249, January 1970.

lists. Routines are provided in the package to enable the programmer to search lists and access any dataset once the data structure is known. This allows the model designer to put together extremely complex data structures without making use of large arrays.

The above program libraries are used primarily in the systems modules and in the physics interface structure of the code. The physics modules have been left in standard Fortran, with a few minor exceptions to allow for communications between subroutines, so that these routines can be individually transferred to the user community.

2.1.3 Computational Flow

A simplified view of the computational flow of the radar version¹ of the program is shown in Fig. 2.3. The systems modules are shown at the top of the figure, and the physics modules at the bottom.

The systems model is made up of an attack generation event, which initializes the ambient atmosphere and magnetic field models and sets up the attack by calling launch and impact events; a radar event, which performs the radar function of search, verification, track initiation, and track; and a radar signal processing event, which computes all propagation losses along a line-of-sight, and filters the radar returns to point the radar for the next "look".

The physics model consists of a burst event which creates the initial burst parameters, two update events to update the low-altitude and high-altitude phenomenology, and an interpolation routine to interpolate the physics data at times specified in the input or at times specified by the systems calculations.² In addition, there is a point properties

¹ See Volumes 20 & 21-1 for the communications and optical systems model, respectively.

² Many of the physics variables are updated on a periodic basis and their values stored for only two widely spaced times, to reduce computation time. The data is then interpolated for times intermediate to the stored times.

routine which provides physical data at specified points as requested for propagation calculations.

Output occurs in two ways: (1) specific physics and system data can be output at program termination, and/or (2) individual data and some special printer plots of specific physics data can be output as they are produced within the program. These output options can be set up in the input deck.

2.2 THE SYSTEM MODEL

As mentioned above, the system model consists of a generalized framework from which the user can design his particular system simulation. Some very general system applications models have been provided as examples; including, radar track and discrimination, optical surveillance and satellite communications.

Each of these system applications models are structured in the same way. Each starts with the attack generation event to initialize the ambient atmospheric properties and to create the attack if appropriate. This is followed by one or more events which perform the signal generating, processing and output functions.

As an example, the three major modules or "events" which make up the radar track simulation are attack generation, radar, and signal processing. A brief description of these modules is given below. For further details on the radar system models see Volume 4. The reader is referred to Volumes 20 and 21-1 for descriptions of the satellite communications and optical surveillance system models, respectively.

2.2.1 Attack Generation

The attack generation module consists of a general attack generator, some initialization routines, and a set of object observable models. The attack generator is basically derived from the GRC BAG 14 code.¹

¹L.R. Ford and T.O. Sullivan, An Overview of BAG XIV: A Simulation for Hardsite Defense, General Research Corporation IMR-1484, March 1971.

The input consists of a set of launch points and impact points, a set of object types, and the number of objects of each type. Object types are tied to the launch points, and the number of objects of a given type and the timing of the attack are tied to the impact points. Thus by merely ordering the launch point and impact point lists properly, one can generate complicated attacks.

Initialization of the ambient atmosphere, the geomagnetic field, and the high-altitude grid¹ (if appropriate) are also performed in this module. Initial ambient atmospheric properties (solar flux, time of day and year, etc.) are set up by a call to the ambient atmosphere subroutine with an appropriate initialization flag. A dipole magnetic field is fitted to a central battlespace² location specified in the input. Grid initialization sets up the physical dimensions and orientation of the high-altitude grid and battlespace region. It also calls the ambient atmosphere and ionospheric routines, and assigns appropriate ambient properties to each grid cell. If striation calculations are desired, a magnetic grid region (a gridded plane normal to the magnetic field at the center of the grid) is also established.

Object observables models are used to identify each object type. Models can be specified for ballistic coefficient, radar cross section, wake radar cross section, tumbling dynamics, and radar cross section sheathing. There are a number of options available for each model. For example, the ballistic coefficient can be modeled as a constant, computed from a cone-aerodynamics model, or input as a tabular function of altitude.

2.2.2 Radar

Scope. The radar model basically represents a phased-array tracker, specified by the characteristics shown in Table 2.1.

¹For altitudes above about 90 km, the battlespace is divided into as many as 1300 cells. Atmospheric and ionospheric properties of the disturbed environment are computed at cell centers and interpolated in time and space.

²"Battlespace", as used here, refers to the spatial extent of the nuclear environment.

The search/detection/verification procedure uses a search sector that is limited in angular extent by input values of elevation and azimuth, and has a range-height transition which defines its range limit (i.e., it is limited by either range or altitude). The search sector is also assumed to have an inner boundary in range (see Fig. 2.4).

TABLE 2.1
FEATURES OF THE RADAR MODEL

- Multiple Faces
- Search Sector (with H, R, A, E limits)
- Antenna Patterns
 - Mainlobe plus constant sidelobe
 - Mainlobe plus tapered sidelobe
- Range Gating
- Monopulse
- Range Marking
 - Peak Signal
 - Split-gate
- Waveforms
 - Rectangular
 - Frequency modulated (chirped) pulse
- Waveform Dispersion
- Measurement Errors
 - Bias
 - Random

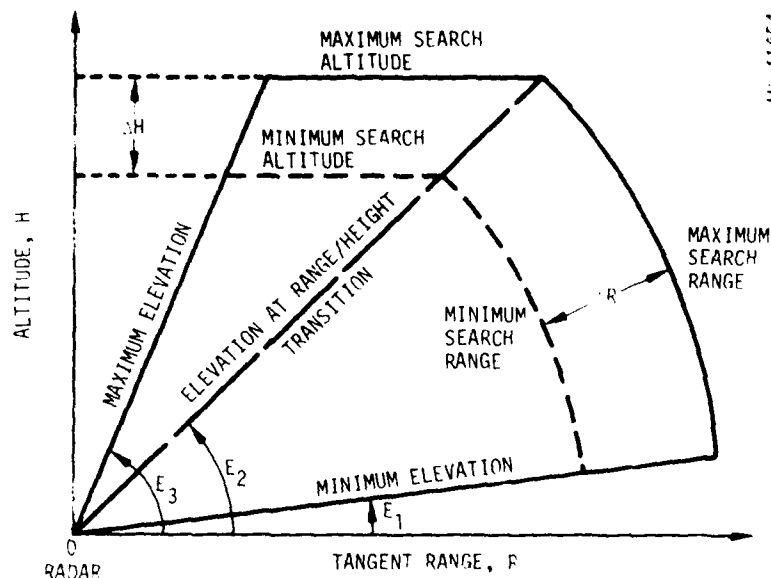


Figure 2.4. Vertical Slice Through Search Sector With Range-Height Transition

Several different antenna patterns can be modeled, including a main-lobe-plus-constant-sidelobe model (where the mainlobe is assumed to have the form $(\sin x)/x$), and a mainlobe-plus-tapered-sidelobe model.

Range gating is performed at each radar "look", based on the filter estimate of the target position, to determine when the target is lost due to refraction or poor prediction.

For the track function, a monopulse system is modeled for angle tracking, and a range marking system is used for range tracking. A split-gate range marking system is used in track, while a simple peak-signal model is used during search.

Two simple waveforms are available: a rectangular pulse and a chirped pulse. They can be used for either search or track.

Finally, a waveform dispersion model is incorporated in the code, as are bias and random measurement errors (see Vol. 4 for details).

Radar Event Logic. A simplified view of the radar event logic is shown in Fig. 2.5. It consists of five main events: initialization, search, verification, track initiation, and track. This scheme is representative of a generalized BMD radar system.

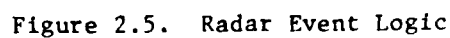
Each block in the figure represents one pulse by the radar in an attempt to put an object into track. Note that after each pulse the ratio of the signal-to-noise-plus-clutter is tested against a threshold value to see if the next event can be processed. If the test fails while in search or verification, a subsequent search pulse is made. If a failure occurs after one track initiation pulse, a second track initiation pulse is attempted before returning to search. Finally, if the threshold test fails while in track, additional track pulses are attempted until a successful pulse is received, or the total unsuccessful track time exceeds a threshold (an input) and then the object is classified as "lost". Note that two successful track initiation pulses are required in order to put an object into track (i.e., establish a track file for the object/sensor pair).

2.2.3 Signal Processing

General Features. The signal-to-noise-plus-clutter ratio is computed from the following equation:

$$\frac{S}{N+C} = (S/N)_T (R_o/R)^4 \frac{F_T F_R \sigma \cos^2 \theta}{L_2 L_D L_F [1 + (T_X/T_N) + (C/N_N)]}$$

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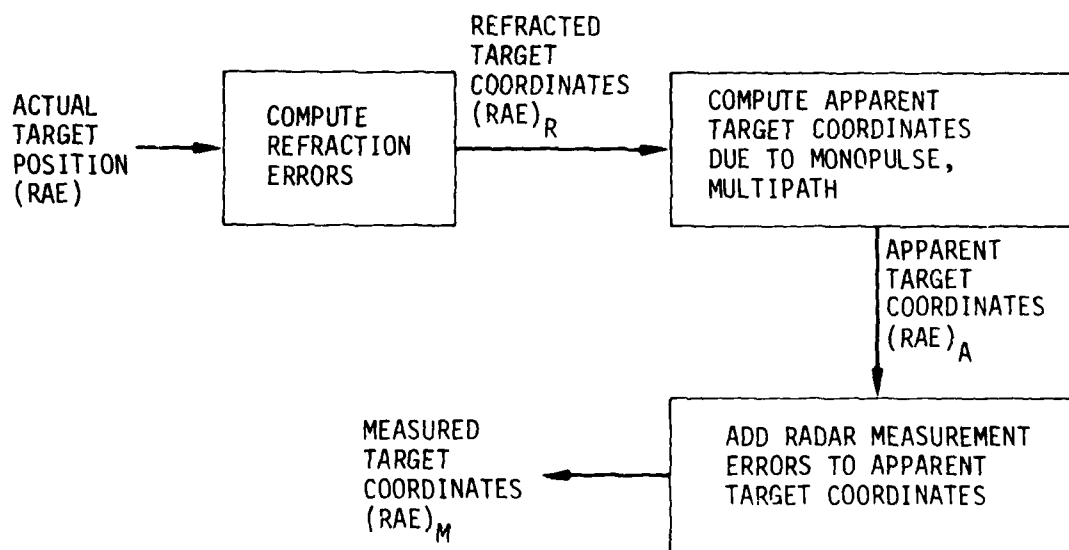


where

- L_2 = two-way absorption loss factor
- L_D = dispersive loss
- L_F = Faraday rotation loss
- T_X = noise temperature, °K
- T_N = system noise temperature, °K
- C/N_N = clutter-to-noise ratio
- θ = off-boresight angle
- F_T, F_R = off-beam-axis gains for transmit and receive
- σ = radar cross section of target, cm^2
- R_O = range (cm) at which threshold is achieved on a one-square-centimeter target
- R = range to the target, cm
- $(S/N)_T$ = signal-to-noise ratio threshold

The measured target position is determined as shown in Fig. 2.6. First, the actual target position is corrupted by refraction to yield a refracted target location. Then the apparent target position is computed by considering the monopulse return and any multiple images that may occur due to multipath effects. Finally, radar measurement errors are added to the apparent target coordinates to yield the measured target location.

Signal Processing Logic. The signal processing logic, illustrated in Fig. 2.7, carries out the determination of signal-to-noise-plus-clutter ratio and measured target location in the following series of steps. The simplest factors are computed first so that, if the target signal is below threshold, the more complicated factors need not be computed.



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Figure 2.6. Generation of the Measured Target Coordinates

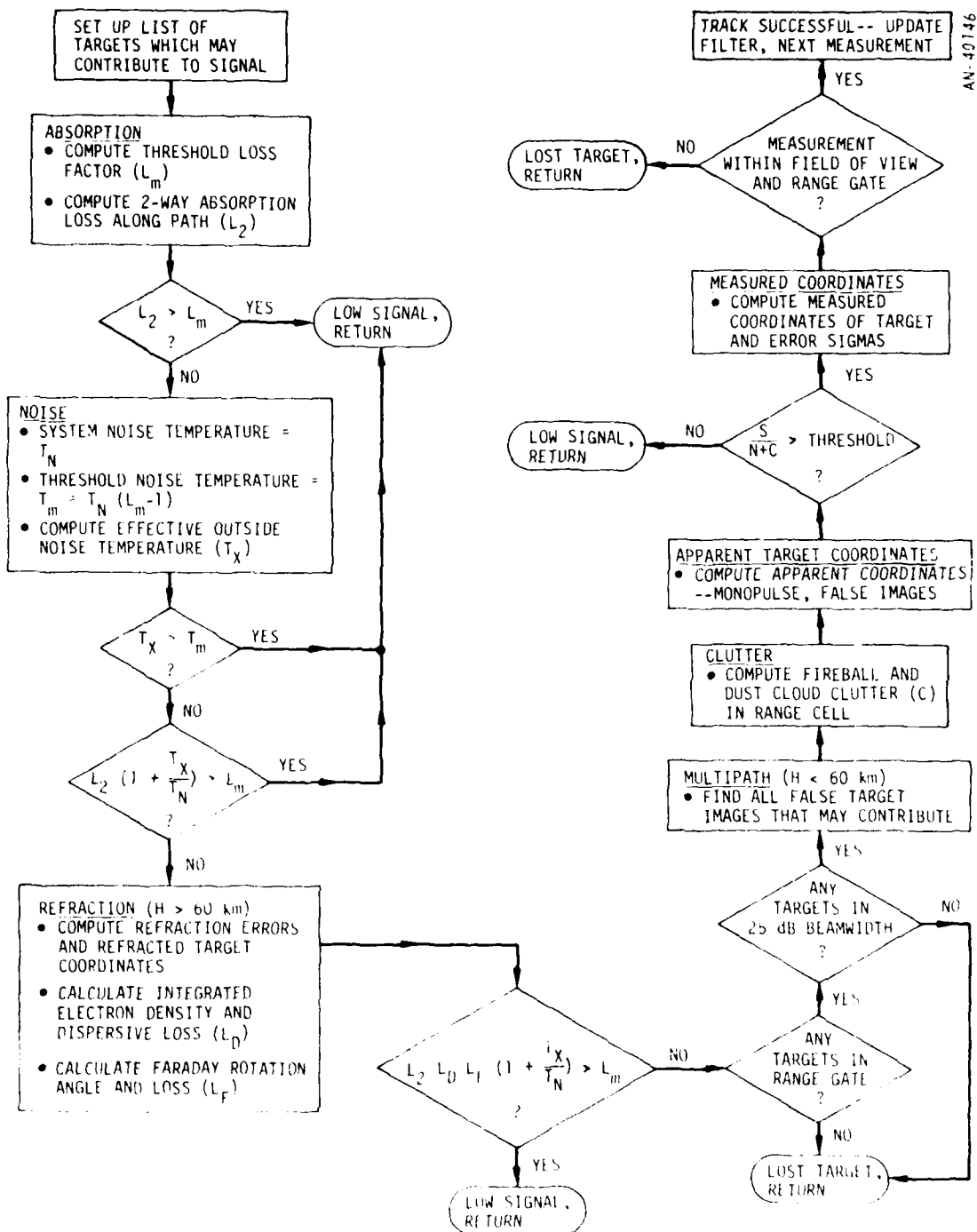


Figure 2.7. Radar Signal Processing Logic

1. A list of targets which may contribute to the signal return at this look time is set up by considering a region somewhat larger than the range cell and beamwidth.

2. A threshold loss factor (L_m) which just cancels the incremental target signal above threshold is computed and the two-way absorption loss (L_2) is computed. If the loss (L_2) is greater than the threshold (L_m), processing is terminated and a message signifying the type of failure is returned.

3. Next, the effective outside noise temperature (T_X) is computed and tested against the system noise temperature (T_N). If $T_N > T_X$, the sum of the absorption and noise losses is checked against the threshold loss factor (L_m).

4. If the threshold is not exceeded, refraction due to both gross effects and scintillation is computed and the refracted target coordinates are returned. Losses due to dispersion and Faraday rotation (if a linearly polarized radar signal is used) are also computed. All losses are combined and tested against the threshold. If the target signal is still above threshold, additional tests are made to insure that the refracted target position is in the range gate and 25 dB beamwidth.

5. Next, multipath and clutter are computed to generate the apparent target coordinates.

6. If the signal-to-noise-plus-clutter ratio is still above the threshold, the measurement errors are then added to form the measured target coordinates. At this point, a check is made to determine whether the target is still in the field of view and within the range gate.

7. If it is, a successful track pulse has been made; the data is filtered and a new predicted RV position is created. This information is used to point the radar for the next "look."

Tracking Filter. ROSCOE uses a fully coupled Kalman filter¹ operating with seven state variables (three components of position, three components of velocity, and ballistic coefficient). The input data to the filter may be two-dimensional measurements (e.g., angles-only from an optical sensor), three-dimensional measurements (e.g., R, u, v from a radar), four-dimensional measurements (e.g., R, u, v, \dot{R}), or any other suitable set. Any convenient measurement coordinate system can be used; in the present version, all radar measurements are made in radar face coordinates (R, u, v).

An option for exponential memory decay of past measurements is also available. A two-stage scheme for defining the filter decay time constant is used. The user inputs an altitude H_T , and two values of the decay constant τ_1 and τ_2 . The filter uses τ_1 when the target is above H_T and τ_2 when the target is below H_T .

The ROSCOE filter weights the input data in accordance with the estimated measurement error sigmas, but does not apply any special weighting based on assumed environmental conditions. There currently is no provision for "turning off" the filter in response to nuclear bursts.

2.3 THE PHYSICS MODEL

The physics model is divided into two main modules, due to the different treatment given low-altitude and high-altitude phenomenology, plus some general ambient environment routines. A brief description of these modules is given below. See Ref. 2 for a more thorough discussion.

¹ E.R. Buley, Evaluation of MSR Tactical Tracking Filter, July 1971 (unpublished).

² J. Ise, A Summary of the ROSCOE Physics Models, General Research Corporation Contract Report (in preparation).

2.3.1 The Ambient Environment

The ambient environment module consists of these major parts:

1. Ambient atmosphere, which returns the state properties of pressure, density, temperature, and scale height and the concentrations of some major species (N_2 , O_2 , O , He , Ar , CO_2).
2. Minor neutral species, which returns species concentrations for N , NO , $O_2(^1\Delta)$, O_3 , NO_2 , H_2O , H , OH , HO_2 , CO , N_2O , and some excited states.
3. Ambient ionosphere, which returns the effective total ion production rate (Q), the positive atomic ion density, the various positive molecular ion densities, and the electron temperature.
4. Ambient magnetic field, which fits a dipole field to the local magnetic field at a specified central battlespace location and returns magnetic dipole field strength and direction.

2.3.2 The Low-Altitude Model

The low-altitude model encompasses the altitudes from ground to about 90 km. At these altitudes, energy deposition from nuclear bursts tends to be confined to regions near the burst point by the high air density. Thus the properties of the fireball and its immediate surroundings are calculated in detail at each update time, and fireball interactions are considered, but properties in the intervening "continuum" region are treated on a point-by-point basis (when required by the system model), since they may or may not be affected by the bursts.

Fireball Model. The ROSCOE low-altitude fireball model is a "phenomenological" model (as in RANC)¹, in that fireball properties are computed using equations based on physical principles and test data. A number of improvements to the RANC models have been made, including: (1) a tapering

¹ RANC IV, Computer Simulation of Radar Propagation in a Nuclear Environment, Vol. 1, "Computational Models," July 1970 (unpublished).

temperature profile from the fireball edge rather than the RANC step-function profile; (2) inclusion of ground-reflected shocks and shock interactions from other fireballs; and (3) multiburst effects, which can result in the merging of two or more bursts into a new one.

The tapering temperature profile has been modeled by first finding the 500°K temperature contour surrounding the fireball shortly after burst (from 2-D hydrodynamic model runs) to define an outer limit of a warm air region (see fig. 2.8). This warm air region is referred to as the "vortex" region, since it is assumed that the vortex motion (if any) that is generated as the fireball rises will be enclosed in this region. It is further assumed for the chemistry calculations that air within this region is thoroughly mixed, that is, particle motion is not followed.

Two kinds of fireball merges can occur. The first is a "hydromerge" where two fireballs are driven together by their hydrodynamic motion to form a larger single fireball. The second type of merge is termed a "radmerge" or radiation merge. In this case, a new burst occurs within an existing one so that the old fireball is given a new pulse of radiation.

Energy Deposition. The principal sources of energy emitted from a low-altitude burst are prompt radiation, thermal radiation, and delayed radiation sources. The prompt radiation sources include neutrons, X-rays, and gammas, and are assumed to deposit an impulse of energy near the burst point that modifies the initial concentrations of electrons, ions, and neutral species.

The major contributors to delayed radiation are neutrons, gammas, and betas. Delayed gammas are deposited outside the fireball. Beta particles can be deposited in a sheath region outside the fireball or in a field-aligned tube (Fig. 2.9). Separate equations are used to determine the beta energy deposited at the various points shown. The sources are summed if the point falls within more than one region (such as point 4).

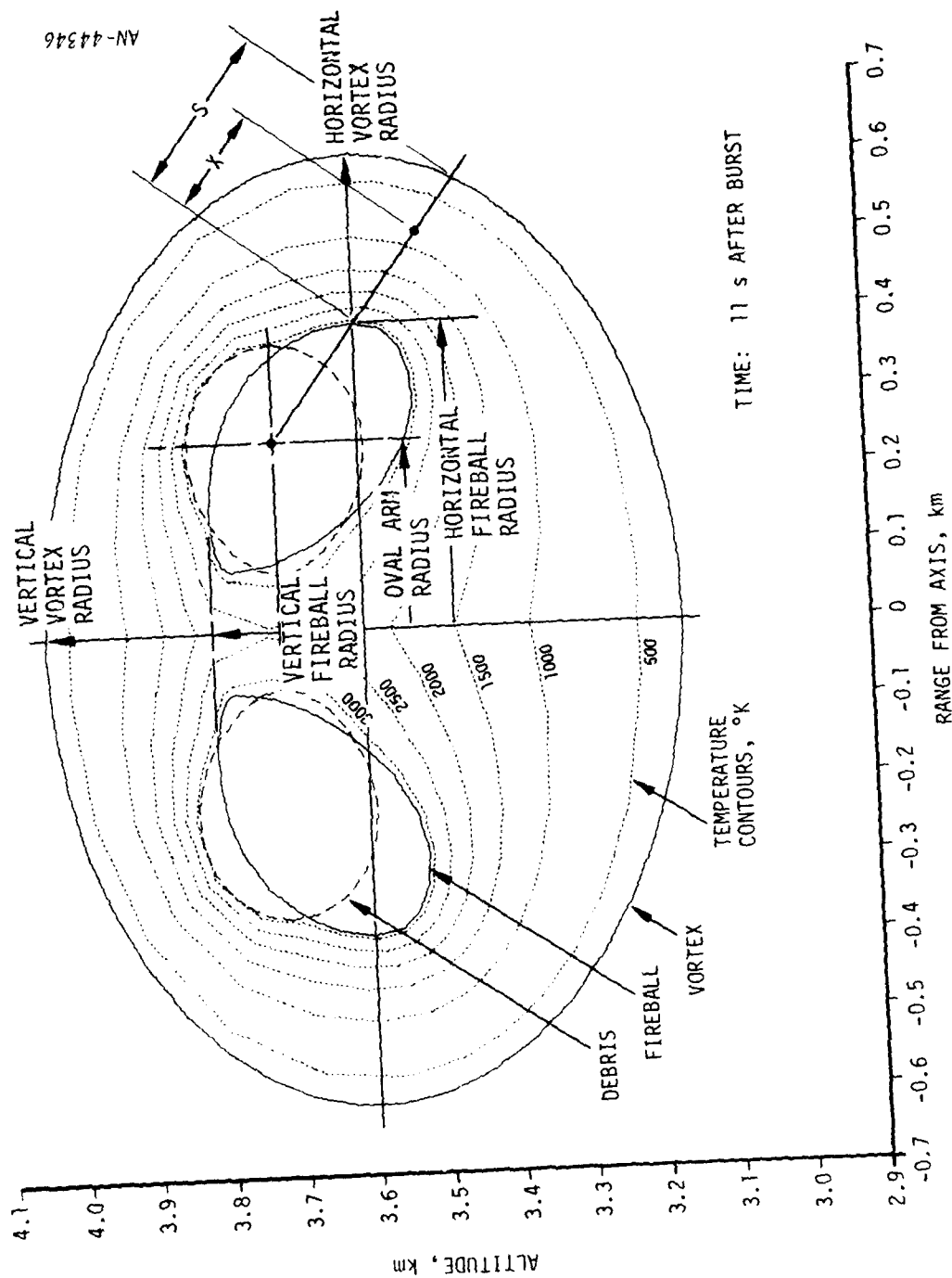


Figure 2.8. ROSCOE Low-Altitude Fireball Example

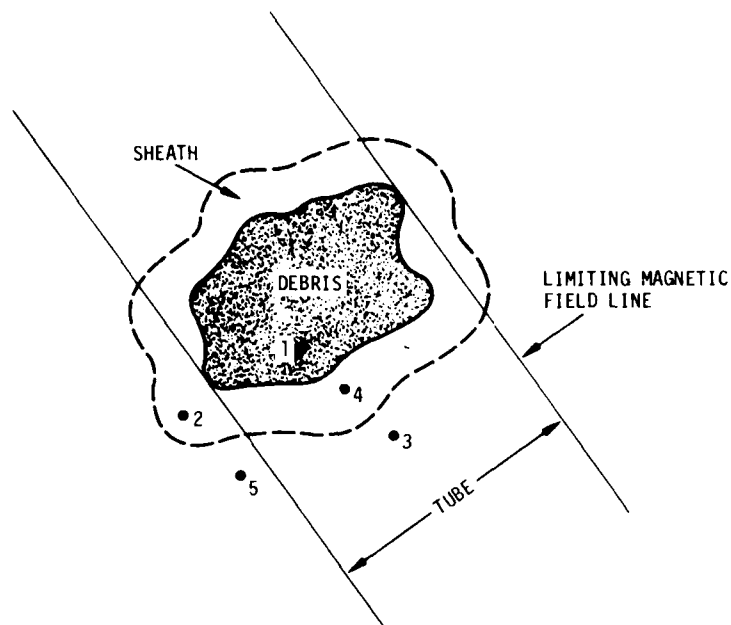


Figure 2.9. ROSCOE Low-Altitude Beta Deposition Regions

The effect of the total delayed radiation reaching a point is determined by summing the energy reaching the point from each burst that occurred prior to the calculation time.

Low-Altitude Chemistry. As mentioned above, air chemistry in the low-altitude module is treated on a point-by-point basis depending on where the point lies with respect to the fireball regions. Four different chemistry regions are considered (Fig. 2.10). A heated-region chemistry routine is used for points inside the vortex where the current temperature is above 500°K and the temperature at burst time was above 2000°K . Recall that although there may be vortex motion in this region, no air motion is considered for the purposes of chemistry calculations.

For points outside the vortex region (termed the "continuum"), a continuum-region chemistry package is called. If the calculation point lies within a few vortex radii of the vortex edge, where an air particle

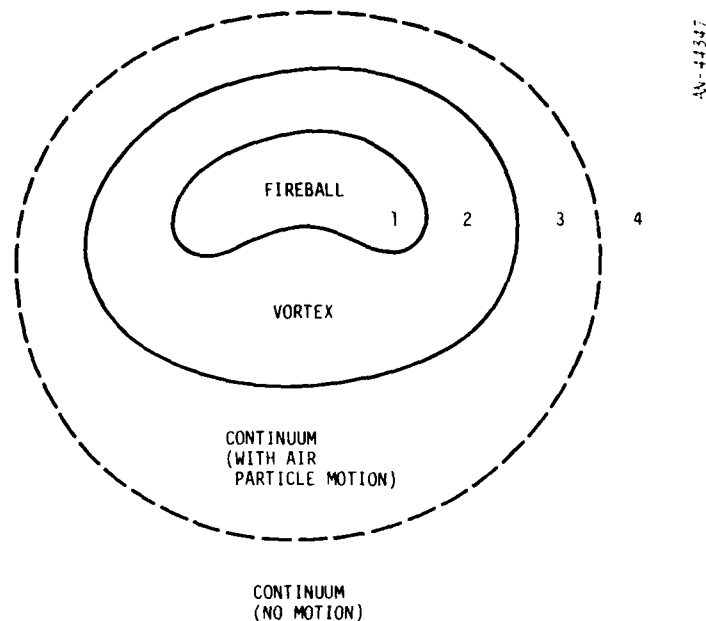


Figure 2.10. ROSCOE Low-Altitude Chemistry Regions

may have been swept up with the fireball, the air particle motion history can be traced to refine the chemistry calculations. This calculation can be time-consuming if there are many closely spaced bursts, so it has been made a program input option.

2.3.3 The High-Altitude Model

The high-altitude model extends from about 90 km up. Here, because of the more rarefied atmosphere, nuclear effects can be widespread. As a result, the high-altitude battlespace is gridded so that air motion and chemistry can be computed in a time-ordered fashion for the entire region. Because there can be many cells in the grid (a maximum of 1300 is currently allowed for) and there are a large number of physical properties to track (currently 33), the grid is updated only periodically and interpolation is used for intermediate times. Update time steps are short immediately after a burst, and longer at later times.¹

¹Time steps of 1, 2, 7, 20, 30, 30,...(seconds) are currently used.

Fireball Model. The high-altitude fireball model is essentially the RANC IV model,¹ with some modifications to account for multiburst effects. For example, fireballs born in the grid after a previous burst will be initialized using the disturbed region properties carried in the grid rather than ambient properties.

Fireballs which are formed below the grid and rise into it are currently treated as low-altitude fireballs; that is, their characteristics are still computed by the low-altitude fireball model and the motion of the grid is ignored.

Energy Deposition and Chemistry. At high altitudes, the prompt energy deposition can be widespread. A large module of the code is devoted to depositing the energy from a burst into each cell of the grid. A grid chemistry routine uses the energy deposition to modify the initial ambient concentrations of electrons, ions, and neutral species, and then integrates these properties forward in time to the specified time intervals.

To account for delayed energy deposition at a point, a second chemistry routine is used. The procedure for determining the air chemistry at a point in space and time is to first interpolate the grid properties to obtain the modified air chemistry due to prompt effects, and second (using this set of properties as input) modify the properties again to account for delayed effects.

To obtain the electron density at a point inside a fireball region, the heated-region chemistry routine mentioned earlier must also be called. Then the electron density is set equal to the maximum of either that obtained from the grid chemistry calculation or the heated-region result.

Figure 2.11 is a flow diagram showing the logic described above.

¹ RANC IV, Computer Simulation of Radar Propagation in a Nuclear Environment, Vol. 1, "Computational Models," July 1970 (unpublished).

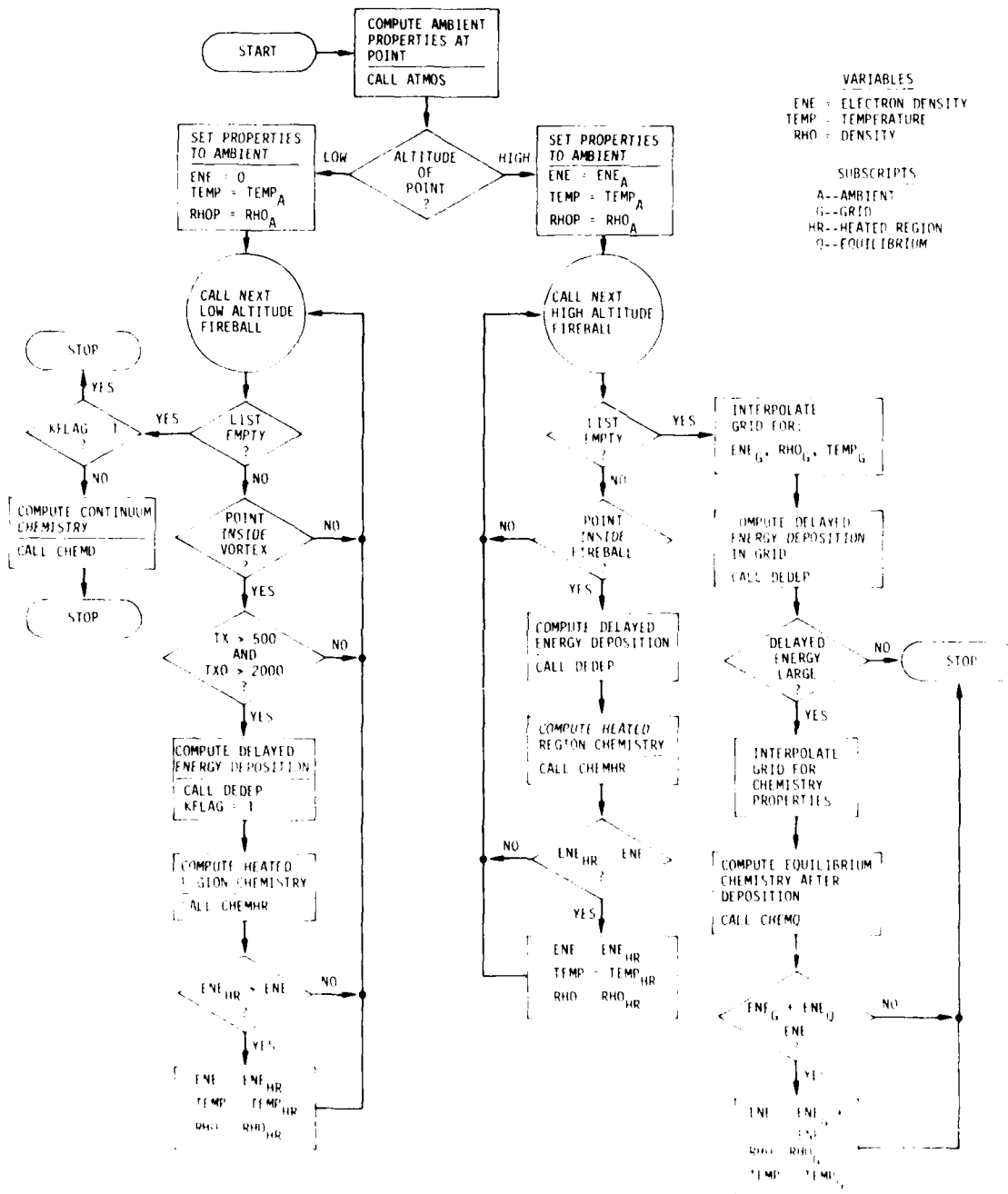


Figure 2.11. ROSCOE Chemistry Calling Logic

Heave Model. A one-dimensional, Lagrangian hydrocode is used to predict particle motion in the grid region. This is done by constructing a grid of tubes at the grid bottom altitude that extends along lines radiating from the center of the earth. One-dimensional air motion in the radial direction is computed for each tube independently as energy is deposited and the air is heated. The tubes can be divided into as many as 18 cells, with cell heights determined from input. Currently, the ROSCOE code uses a cell height which varies with scale height; that is, a finer grid is used at lower altitudes.

A rezoning capability is available as an input option. This allows tubes to be rezoned after significant motion and stretching of cell boundaries has occurred (recall that Lagrangian equations of motion are used, so that cell boundaries are allowed to expand upward as the air is heaved). Rezoning occurs when the top boundary of the uppermost cell in a tube reaches an input altitude (~650-750 km). The tube is then rezoned by interpolating the data in the existing cells back to the original set of cell boundaries.

Striation Model. A separate ion heave model for predicting striation growth is also available in the code. For this calculation, a plane is set up normal to the magnetic field at a point in the center of the grid. This plane is then divided into a number of rectangles (the number being determined by an input variable), and field-aligned tubes are constructed. The striation routine then interpolates electron density and velocity data from the grid at a number of points along these field-aligned tubes to generate the data base needed for the striation growth and decay computations. A measure of the striation strength is then computed and stored for each rectangular cell in the magnetic planar grid.

The resultant striation fraction (that is, the striation magnitude relative to the background) is then interpolated to find values for each cell in the heave grid, assuming that this striation fraction is constant along field lines.

3 USING ROSCOE

This section of the manual describes the basic program structure, the input data required to run ROSCOE, how the data is to be prepared for input to the program, and the output the program produces.

3.1 PROGRAM ORGANIZATION

The ROSCOE program has been written with two primary objectives in mind. First, ROSCOE must be flexible, both for use and change. It is an all-altitude code, and as such must have the flexibility to provide for many different kinds of scenarios. Second, it must be structured in a modular fashion, so that the effort involved in making changes is minimized. ROSCOE is intended to be a framework within which new phenomenology or systems models can be input with a minimum of effort.

To satisfy these objectives, an event-based structure has been used, in which separate types of calculations are separated into operational overlays, each with its own event. In addition, a modular database structure using the Dynamic Storage Allocation¹ system is used. This allows the database to be placed in a tree structure similar to the code subroutine structure, and separates it from the code so that modules can be replaced without disturbing data interfaces. Finally, a system for structuring the code at run-time (i.e., the capability of selecting alternative models from a large program library) is used so that new or alternative models with similar input/output requirements can be selected for a particular run.

3.1.1 Computational Flow and Storage Organization

The computational flow of the program in its simplest form is shown in Fig. 3.1. The program is an event-type model which internally constructs and updates an event list, orders the events in time, and processes them sequentially. Program termination occurs when there are no more events to be processed.

¹ R.L. Stone, A Dynamic Storage Allocation System for Fortran Programs, General Research Corporation IMR-1249, January 1970.

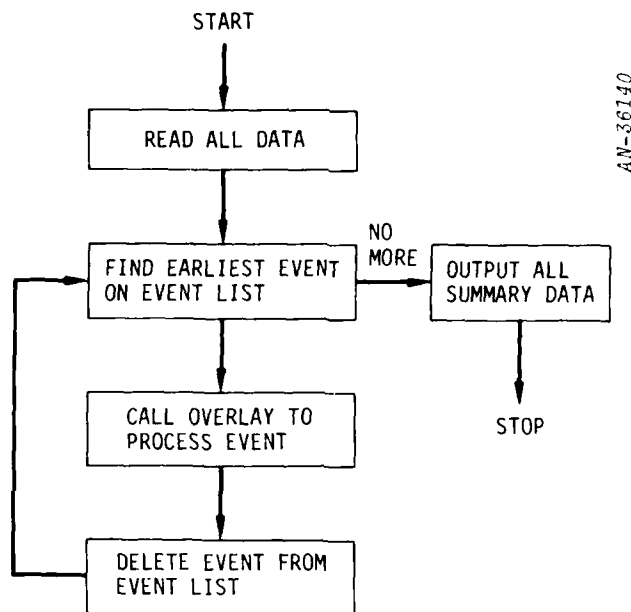


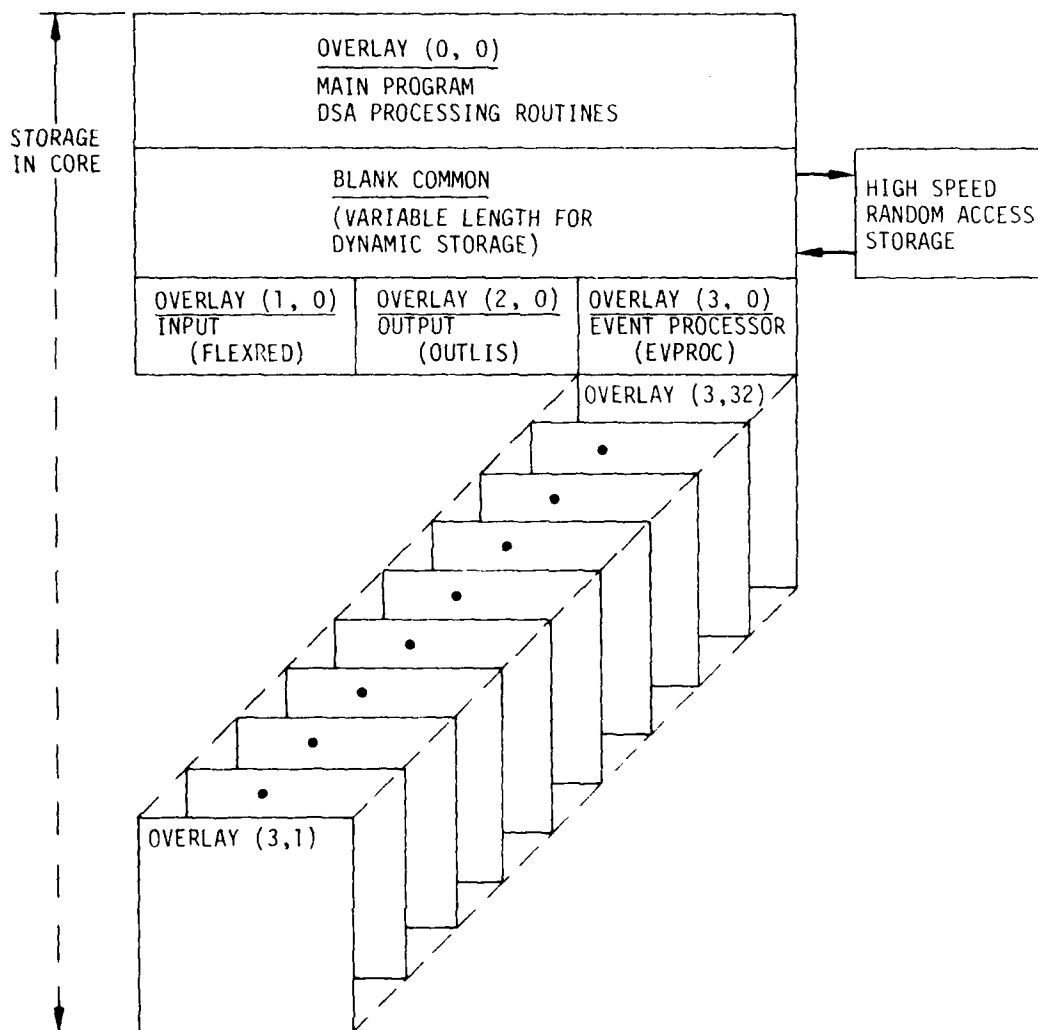
Figure 3.1. ROSCOE Computation Flow

Figure 3.2 shows the ROSCOE storage organization. The (0,0) overlay contains the main program and the processing routines for dynamic storage allocation (DSA). A block of blank common is reserved for storage of datasets, with a provision for spilling datasets not currently in use onto a random-access storage device.

Overlays (1,0) and (2,0) contain the input and output routines, respectively, and overlay (3,0) the event processor. The lowest level of overlays, (3,1) through (3,32), contain the system and physics modules, each corresponding to a separate event type.

3.1.2 Event Structure

Figure 3.3 is a more detailed look at the event overlays. The event processor accesses events in a time-ordered fashion, as described above. Several of these events are set up in the data deck, including the attack generation event, the burst events, the stop event, the



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Figure 3.2. ROSCOE Storage Organization

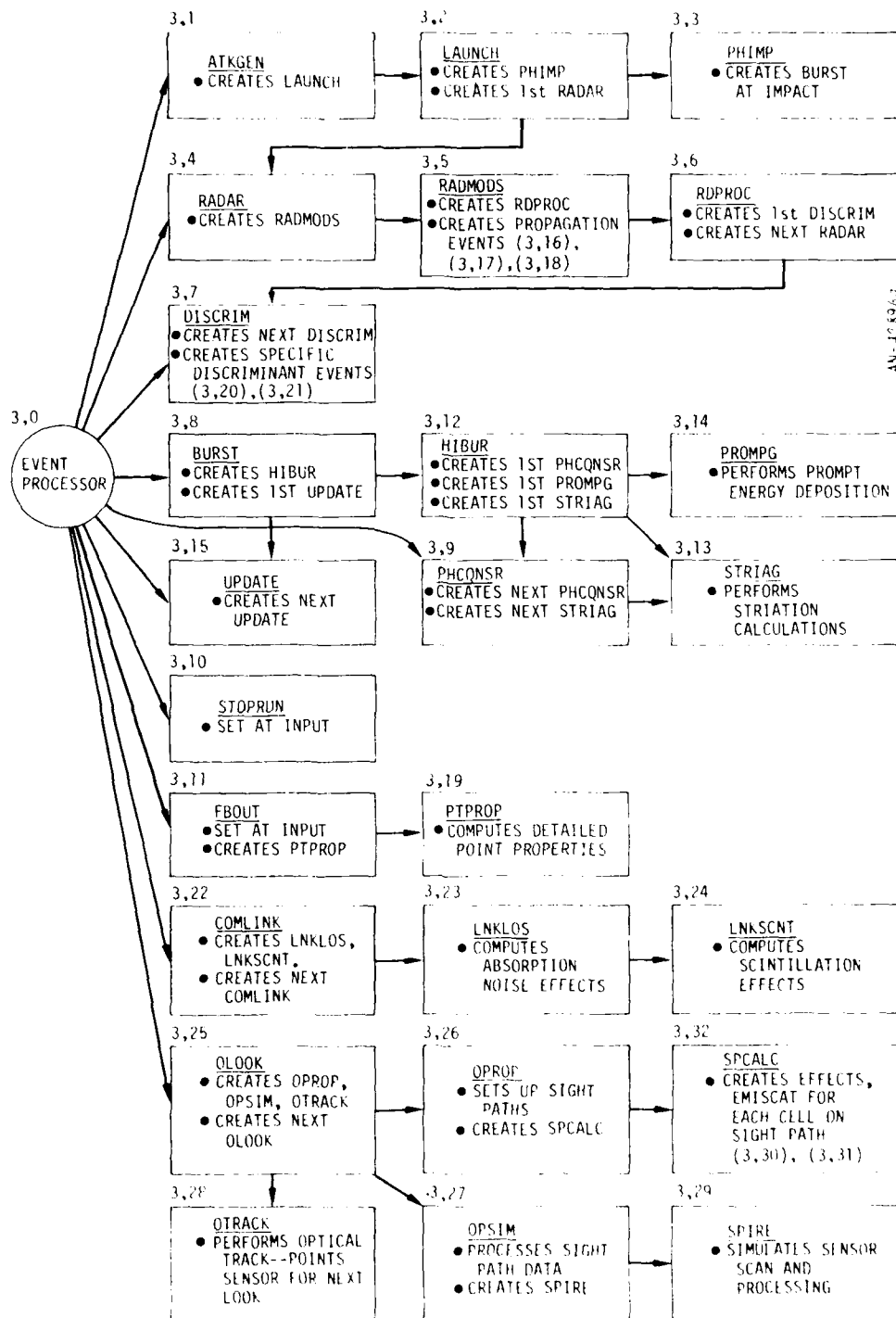


Figure 3.3. ROSCOE Event Structure

communications event, the optics look event, and the environment output event. Others are created by preceding events. For example, the attack generation event creates launch and impact events based on input data. The first radar event (and possibly optics look event) for an object/sensor pair is created by the launch event. The radar event then creates, in succession, the radar propagation events (3,5), (3,16), (3,17), and (3,18), the signal processing event (3,6), and the first discrimination event (3,7), if desired.

The burst event creates the first low-altitude update event (3,15) or a high-altitude burst event (3,12). The high-altitude burst event in turn creates the first high-altitude update event (3,9), the prompt energy deposition event (3,14), and a striation event (3,13). Subsequent physics update events are created within PHCQNSR (3,19) for high-altitude updating, and UPDATE (3,15) for low-altitude updating.

3.1.3 Data Base Organization

There are several ways in which data is transmitted and stored in ROSCOE. First, for very large blocks of data (such as the high-altitude grid data), routines are used to read and write blocks of words directly to peripheral storage. Second, for smaller data blocks internal to specific phenomenology modules, standard labeled common blocks are used so that these modules can be transferred efficiently from ROSCOE to users more familiar with this type of programming. Finally, for small data blocks used in the systems portion of the code and some of the physics interface structure, a data structure based on the Dynamic Storage Allocation¹ system is used. The first two means of handling data are well known, but the DSA system is less standard and deserves fuller discussion.

The original intent of the DSA system was to provide a system of utility routines for data management so that the programmer who was using the system saw the machine as having an infinite "virtual memory"

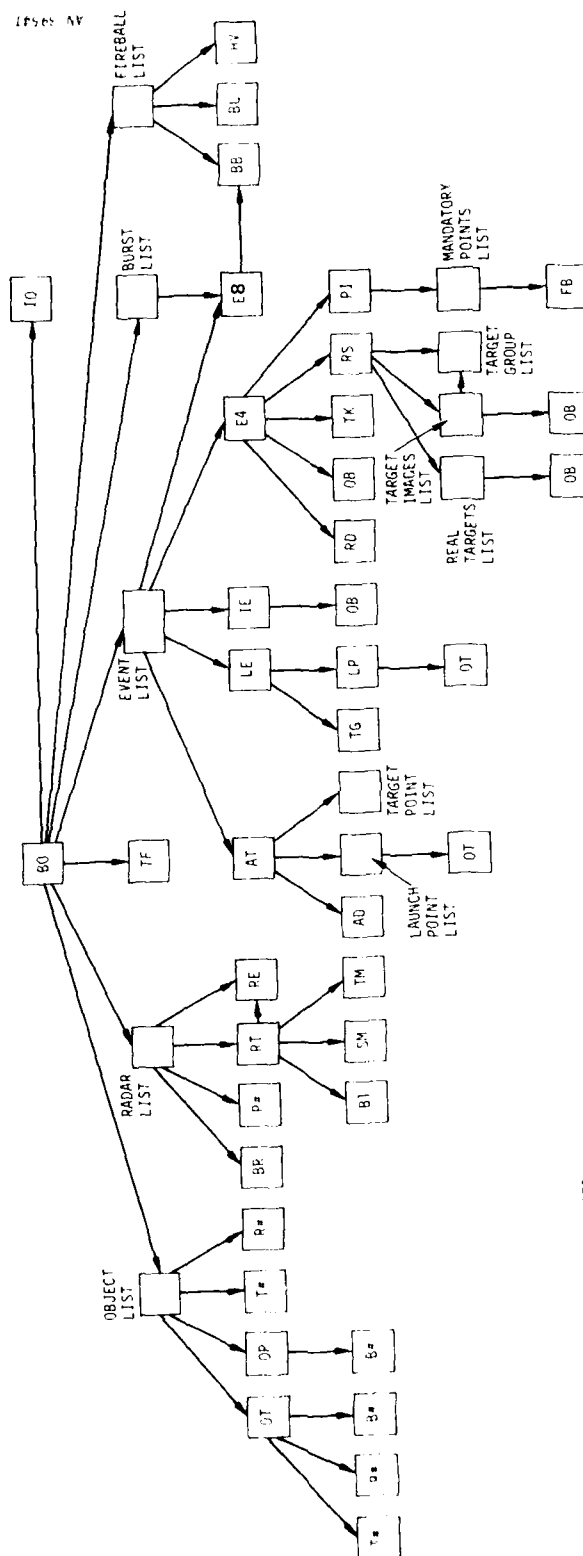
¹ R.L. Stone, A Dynamic Storage Allocation System for Fortran Programs, General Research Corporation IMR-1249, January 1970.

for data storage. Rather than the usual organization of data into large multiply-dimensioned arrays, which are accessed by means of indexing and searched by means of the Fortran DO-loop, data in the DSA mode of operation is organized into individual datasets, which are relatively short (the maximum length tends to be a few tens of words), and which are organized into lists. System subroutines are then provided to enable the programmer to search a given list, to access a dataset whose identity is known, and in general to perform all the operations on datasets that can be performed on the more standard dimensioned arrays. Two new kinds of data words have been defined: the List Header Variable (LHV), and the Data Set Pointer (DSP), which serve the functions, respectively, of identifying a list, thus enabling the program to access its members, and of identifying an individual dataset, thus enabling the program to access that dataset.

This capability allows the model designer to put together extremely complex data structures without making use of large arrays. For example, the dataset describing an event such as a radar track pulse would contain pointers to a list of the radar's faces (for a multi-faced array), and to a radar type dataset which contains power, frequency, angular limits, and the like, which are common to several radars. Generally this radar-type dataset does not tell how many radars are of this type--perhaps none are, perhaps all but one, or perhaps all of them. Thus a simulation is possible in which all radars are different, all the same, or any mixture. The actual scenario being simulated is determined by the data structure, which is in turn input via a DSA subroutine (FLEXRED)⁷ which is designed for the input of complex DSA structures. Thus, the programmer is relieved of the necessity of setting up the data structure--this is done at execution time as part of the data input process; data items may be added or deleted, and the data organization changed, without having to make any changes in the code.

Figure 3.4 shows a portion of the DSA data base structure. Each dataset is identified by a two-character mnemonic. For example, the "basic" dataset is identified by the letter and number B0. Each event

⁷J.A. Bardens and L.R. Ford, FLEXRED Users Manual, General Research Corporation RM-1447, August 1972.



SEE .ILL. FOR DEFINITIONS OF DATASETS.

Figure 3.4. Dataset Structure

has a corresponding dataset; for example, the burst event dataset is denoted by E8. Every dataset is tied to the basic dataset along with some important lists such as the object list, the radar list, and the burst list. Datasets containing more detailed information, such as object type, radar type, and weapon type information, emanate from these main datasets and lists.

With the above data base tree structure, any subroutine having the basic dataset can access lower-level information by use of the pointers and list headers.

3.2 PROGRAM INPUT/OUTPUT

Flexible input/output routines (FLEXRED, SIMPLFY and OUTLIS) designed to be used with DSA have been incorporated in ROSCOE. The use of the FLEXRED routine allows one to build quite complicated data structures, while OUTLIS allows the creation of output lists, printer plots, or Calcomp plots through data input at run time.

SIMPLFY is a much simpler input scheme than FLEXRED. It allows most problems to be run but with some limitations on the number of items (objects, sensors, bursts) considered. It was written for the casual ROSCOE user and is documented in a separate report.¹

To explain the usefulness of FLEXRED and OUTLIS, descriptions of the use of these routines are given below. These discussions are followed by a description of the specific ROSCOE inputs.

Sample output from the code is given in Volume 2.

3.2.1 FLEXRED

3.2.1.1 Inputs of "Traditional Data"

This section describes the options open to the user in inputting

¹J. Baltes and J. Garbarino, A Simplified ROSCOE Input Scheme
General Research Corporation, December 1979.

data of a standard FORTRAN type (fixed point, floating point, or Hollerith). Also, the automatic scaling and coordinate transformation features are described.

FLEXRED places input data words consecutively into whatever dataset it is processing until it is given a command to do otherwise. That is, it will build up a dataset until told to start a new dataset or some other command occurs which stops construction of the current dataset. Thus it builds datasets linearly by default.

A FLEXRED input card is divided into eight 10-column fields. The last of these (71-80) is generally reserved for instructions to FLEXRED, i.e., a card type identifier. All data fields start in the fifth field (41-50) except when the amount of data on the card (the TABLE and the VECTOR cards) requires use of the fourth field as well. All fields to the left of the first-used data field are free for user comments and descriptive matter.

Automatic Unit Conversion and the SCALE Card. The internal units assumed by FLEXRED are MKS units; its geographical coordinate system is earth-fixed cartesian; its angles are measured in radians. Automatic unit conversion is provided for many of the commoner units; in addition, the user may define or redefine his own units by means of the SCALE card.¹ Table 3.1 lists the built-in units which will be recognized by the system. Input values identified by the characters in the "unit name" column will be multiplied by the associated factor to effect the conversion to the MKS-radians internal units. Note that DB (or DBSM) and INT (or INTEGER) do not, properly speaking, represent scaling factors, but rather built-in functions.

The user may expand or edit the list of "standard" units shown in Table 3.1 by means of the SCALE card.

The SCALE card (see Fig. 3.5) is used to define scaling factors other than those provided by the system. It may also be used to redefine

¹In ROSCOE, internal calculations are in CGS units; thus a set of SCALE cards are used to convert from normal FLEXRED units.

TABLE 3.1
UNIT NAMES RECOGNIZED BY FLEXRED

Unit Name	Unit	Factor for Conversion to MKS-Radians
DEG	degrees	0.01745329252
FT	feet	0.3048006
PSF	pounds per square foot	4.88240
KM	kilometers	1000.0
NMI	nautical miles	1853.25
LB	pounds	0.453592
G	gravity	9.80665
KFT	kilofeet	304.8006
M	meters	*
MRAD	milliradians	0.001
SEC	seconds	*
DB or DBSM [†]	decibel referred to 1 square meter	$x_{DB} \rightarrow 10^{x/10}$
INT or INTEGER		Fixed point input--converted from floating point

* M and SEC are provided for the user's convenience in documenting his input deck; they do not cause any conversion and may be omitted.

[†] DBSM cannot be used correctly in the current version of ROSCOE since internal units are in the CGS system; however, DB, which is inherently dimensionless, remains legitimate.

values for system-provided scaling constants (except for DB, DBSM, and INT or INTEGER, due to their unique status as functions). Columns 1-40 are reserved for user comments, the alphabetic name of the unit is defined starting in 41, the numerical scaling factor in the field 51-60, and the word SCALE starting in 71. The example shown in Fig. 3.5 would ensure that input data identified as PER-CENT would be converted to statistical probability values by a factor of 0.01.

CONVERT PERCENT INTO PROBABILITY	PER-CENT	SCALE
0.01 0.02 0.03 0.04 0.05 0.06 0.07 0.08 0.09 0.10 0.11 0.12 0.13 0.14 0.15 0.16 0.17 0.18 0.19 0.20 0.21 0.22 0.23 0.24 0.25 0.26 0.27 0.28 0.29 0.30 0.31 0.32 0.33 0.34 0.35 0.36 0.37 0.38 0.39 0.40 0.41 0.42 0.43 0.44 0.45 0.46 0.47 0.48 0.49 0.50 0.51 0.52 0.53 0.54 0.55 0.56 0.57 0.58 0.59 0.60 0.61 0.62 0.63 0.64 0.65 0.66 0.67 0.68 0.69 0.70 0.71 0.72 0.73 0.74 0.75 0.76 0.77 0.78 0.79 0.80 0.81 0.82 0.83 0.84 0.85 0.86 0.87 0.88 0.89 0.90 0.91 0.92 0.93 0.94 0.95 0.96 0.97 0.98 0.99 1.00	0.01 0.02 0.03 0.04 0.05 0.06 0.07 0.08 0.09 0.10 0.11 0.12 0.13 0.14 0.15 0.16 0.17 0.18 0.19 0.20 0.21 0.22 0.23 0.24 0.25 0.26 0.27 0.28 0.29 0.30 0.31 0.32 0.33 0.34 0.35 0.36 0.37 0.38 0.39 0.40 0.41 0.42 0.43 0.44 0.45 0.46 0.47 0.48 0.49 0.50 0.51 0.52 0.53 0.54 0.55 0.56 0.57 0.58 0.59 0.60 0.61 0.62 0.63 0.64 0.65 0.66 0.67 0.68 0.69 0.70 0.71 0.72 0.73 0.74 0.75 0.76 0.77 0.78 0.79 0.80 0.81 0.82 0.83 0.84 0.85 0.86 0.87 0.88 0.89 0.90 0.91 0.92 0.93 0.94 0.95 0.96 0.97 0.98 0.99 1.00	0.01 0.02 0.03 0.04 0.05 0.06 0.07 0.08 0.09 0.10 0.11 0.12 0.13 0.14 0.15 0.16 0.17 0.18 0.19 0.20 0.21 0.22 0.23 0.24 0.25 0.26 0.27 0.28 0.29 0.30 0.31 0.32 0.33 0.34 0.35 0.36 0.37 0.38 0.39 0.40 0.41 0.42 0.43 0.44 0.45 0.46 0.47 0.48 0.49 0.50 0.51 0.52 0.53 0.54 0.55 0.56 0.57 0.58 0.59 0.60 0.61 0.62 0.63 0.64 0.65 0.66 0.67 0.68 0.69 0.70 0.71 0.72 0.73 0.74 0.75 0.76 0.77 0.78 0.79 0.80 0.81 0.82 0.83 0.84 0.85 0.86 0.87 0.88 0.89 0.90 0.91 0.92 0.93 0.94 0.95 0.96 0.97 0.98 0.99 1.00

Figure 3.5. Example of a SCALE Card

The SCALE card may appear anywhere in the data deck, provided that it appears prior to the first use of the defined unit.

Primary Data Input, Tables, and Vectors. Numeric data may be entered into a dataset either singly, in pairs using the TABLE card, or in triples using the VECTOR card. Data is always stored in floating point format, unless INT or INTEGER is used in the unit-name field, or unless the data is recognized as Hollerith (see "Hollerith Data Input"). An example is given in Fig. 3.6.

It is important to remember that the words of a particular dataset are filled sequentially, so that a VECTOR card, for example, fills three of them. A similar remark applies to the geographical inputs discussed under "Geographical and Related Inputs."

The data input format is somewhat freer than standard FORTRAN rules: Blanks act as delimiters for the data field, and decimal points need not be punched after whole numbers. A few examples will make this clear, as in Fig. 3.7.

Note that the 10-character field is processed from left to right. This discussion applies to all numeric data fields used by FLEXRED.

NAME	DATA	UNIT-NAME
SPEED OF SOUND	1100.0	FT

NAME	DATA	UNIT-NAME	DATA	UNIT-NAME
TABULAR RANGE VS. ANGLE	20.0	DEG	1375.0	MMI

NAME	DATA	DATA	DATA	UNIT-NAME
CONTAINER SIZES FOR SHIPMENT	1.0	2.0	4.0	QUARTS

NAME	DATA	DATA	DATA	UNIT-NAME
CONTAINER SIZES FOR SHIPMENT	1.0	2.0	4.0	QUARTS

Figure 3.6. Examples of Numeric Input

PUNCHED (COLUMNS)										PRODUCES
1	2	3	4	5	6	7	8	9	10	
		-	3							-3.0
		5	.	7	E	3		5		5.7×10^3
		-	3	8	7	5				-3875.0
		-		5	.	7				0.0*
+	1	5	.	5						15.5
										0.0**
	.	7	2	3						.723

* The minus is accepted as a valid numeric character, but the following blank terminates the field, causing interpretation as 0.0.

** An all-blank field is interpreted as 0.0.

Figure 3.7. Sample Data Values

If a dataset requires several consecutive zero words, perhaps to be used later by the program, these may be provided by the ZEROS card. Columns 41-50 contain a number (the number of words of zeros desired) and the word ZEROS appears in column 71-80. For example, the card shown in Fig. 3.8 will produce 10 consecutive zero words in the dataset containing it.

Geographical and Related Inputs. A series of card types is provided for automatic conversion of geographical inputs, and for inputs relative to a prescribed geographical location.

The coordinate system used internally is earth-centered earth-fixed Cartesian with the North Pole lying on the positive z-axis and the point where the Greenwich meridian crosses the equator lying on the positive x-axis. The right-handed system is completed by a y-axis which points out into the Indian Ocean. Longitude is reckoned positive to the East and negative to the West, which makes it conform to the customary convention for the θ of spherical coordinates. Altitude is measured from a sea-level radius of 6,375,180.0 meters.

The fundamental geographical position input card is the GEOGR card. Its format is seen in Fig. 3.9. Columns 1-40 are for user comments; 41-50

NAME	DATA
SPACE RESERVED FOR OBJECT STATE VECTOR 10.0	
ZEROS	

Figure 3.8. The ZEROS Card

NAME	ALTITUDE, km	EAST LONGITUDE, deg	NORTH LATITUDE, deg	
DENVER, COLORADO	1.6093	-104.989	39.749	GEOGR

Figure 3.9. GEOGR Card

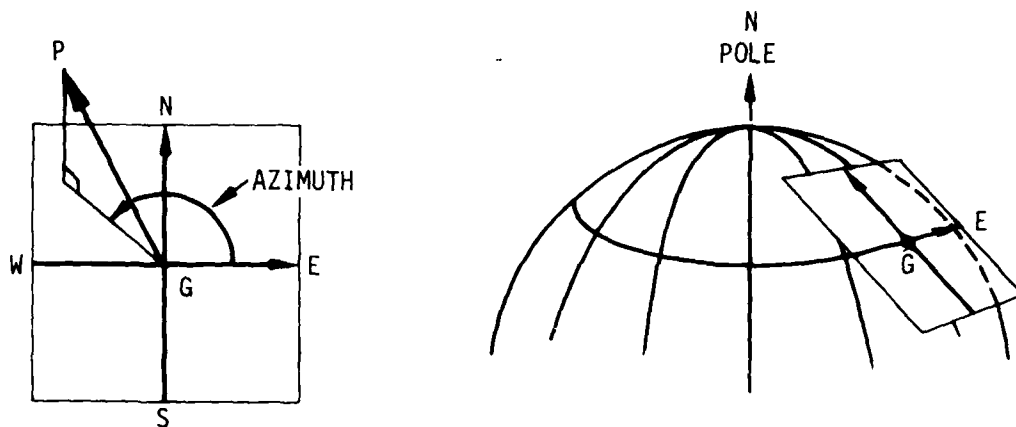
contain the altitude in kilometers; 51-60 the longitude in degrees; 61-70 the latitude in degrees; and the word GEOGR starts in column 71.

Conversion to the fundamental Cartesian coordinates is accomplished automatically, units being governed by the current values of scaling associated with KM and DEG.

There are four additional cards which define geometrical inputs relative to the last previously read GEOGR card. These require a little preliminary discussion and definition. In Fig. 3.10, G denotes the location of the last GEOGR point, and the pictured plane is the tangent plane at G . Another location, P , may then be defined by specifying its location relative to G , e.g., by its range, azimuth, and elevation as seen from G . It should be noted that "azimuth" is measured counter-clockwise from East (θ of plane polar coordinates).

The four "relative to GEOGR" cards are shown in Table 3.2. Columns 1-40 are free for user comments.

Although the POLAR and RADAR cards appear at first glance to be the same, the reader should note that the vector returned for POLAR is measured from G (see Fig. 3.10), whereas for RADAR the vector returned is measured from the center of the earth, C .



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Figure 3.10. The Local Coordinate System

TABLE 3.2
THE "RELATIVE" CARDS

Card Name (Column 71)	Column 41	Column 51	Column 61	Cartesian Vector Stored Within Dataset Being Processed
POLAR	Vector length, km	Azimuth, deg	Elevation, deg	\vec{GP}
RADAR	Slant range, km	Azimuth, deg	Elevation, deg	\vec{CP}
LOCAL	Ground range, km	Azimuth, deg	Altitude, km	\vec{CP}
LOCKYZ	East, km	North, km	Distance (km) above tangent plane	\vec{CP}

Examples are given in Fig. 3.11. The POLAR vector is typically a short vector, such as a direction or a velocity, described in locally defined reference terms, whereas the RADAR, LOCAL, and LOCKYZ vectors are typically position vectors measured in the earth-centered system.

Hollerith Data Input. When using the single-word data input option, the input data in columns 41-50 will be treated as Hollerith data and read in A10 format whenever FLEXRED is not able to identify it as a number

NAME	LENGTH OF VECTOR, km	LOCAL AZIMUTH, deg	LOCAL ELEVATION, deg	
VELOCITY OF EAST-BOUND CAR IN DENVER	0.015	-5.0	-3.0	POLAR
<small>1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100</small>				

NAME	SLANT RANGE, km	LOCAL AZIMUTH, deg	LOCAL ELEVATION, deg	
MOUNTAIN PEAK SOUTH OF DENVER	15.0	-87.0	20.0	RADAR
<small>1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100</small>				

NAME	GROUND RANGE, km	LOCAL AZIMUTH, deg	ALTITUDE, km	
MOUNTAIN PEAK WEST OF DENVER	20.0	175.0	3.5	LOCAL
<small>1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100</small>				

NAME	EAST, km	NORTH, km	ALTITUDE, km	
MOUNTAIN PEAK NORTH-EAST OF DENVER	15.	15.	4.	LOCKYZ
<small>1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100</small>				

Figure 3.11. Examples of the "Relative" Cards. (These examples assume that the last-read GEOGR card was that of Fig. 3.9.)

according to the rules illustrated in Fig. 3.7. An example is shown in Fig. 3.12.

The FORMAT Card. This card allows the user to read in quantities of data from cards in his own format. This card has two forms (see Fig. 3.13). The program assumes that the number of cards is one unless it can identify some number different from 1 in the field of columns 21-30.

IS IT DAY OR NIGHT DURING THIS RUN.										DAY																			
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30

Figure 3.12. Example of Hollerith Input

NAME	NO. OF CARDS	NO. OF WORDS	FORTRAN FORMAT
5 BY 5 MATRIX	3.0	25.0	(10F8.0)
NAME		NO. OF WORDS	FORTRAN FORMAT
FORMAT FOR CITY DATA	5.0		(3A10,16,2F8.0)

(NO. OF CARDS ASSUMED TO BE 1)

Figure 3.13. The FORMAT Card

3.2.1.2 Structuring of the Data System

A data structure for a DSA-based program consists of datasets and lists of datasets. (A list is a collection of datasets which are logically associated in some manner. The word "file" is sometimes used synonymously with "list.") Associated with each dataset and list is a data word (the dataset pointer, DSP, in the case of a dataset and the list header variable, LHV, in the case of a list) which allows the user to obtain access to the contents of the dataset or list.

The FLEXRED program provides a method for creating both datasets and lists, and for storing as data both the DSP word addresses and the LHVs associated with them.

Structuring of Datasets. A dataset is defined by a BEG SET card. The dataset is identified (for FLEXRED purposes only) by the first 40 characters on the BEG SET card. It contains data in the amounts and in the order specified by ensuing data cards in sequence, terminated by an END SET card or by the beginning of another dataset or list (a BEG SET or a BEG LIST card).

The example in Fig. 3.15 defines a dataset with seven words in it. It has an identification for FLEXRED purposes which is:

DATASET NUMBER 1. THIS CARD DEFINES A SA

and which may be used later to refer to the dataset.

Once a dataset has been created, it may then be used in three different ways.

1. The DSP word address of the dataset may be stored as a piece of data in another dataset. This is done by means of the REFER card. The dataset may then be accessed by a call to DSA subroutine INDWRD or

CARDS ARE TO BE READ FROM BOTTOM TO TOP

---NOTE THAT THE -END SET- CARD NEED NOT HAVE A FAMILIAR NAME																	END SET
THIS IS THE LAST DATA WORD																	13.0
SOME SPACE FOR INTERNAL USE																	INTEGER
THIS IS THE FIRST DATA WORD																	5.0
																	FT
DATASET NUMBER 1. THIS CARD DEFINES A SAMPLE DATASET FOR -FLEXRED-																	BEG SET
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100																	
1	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17
1	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J	J
2	B	S	2	B	K	S	2	B	K	S	2	B	K	S	2	B	K
3	C	L	T	3	C	L	T	3	C	L	T	3	C	L	T	3	C

Figure 3.15. A Sample Dataset Containing Seven Words of Data

INDWRL. Figure 3.16 shows an example, where a dataset is defined containing one data word, which is the DSP word address of the dataset defined in Fig. 3.15. The effect of the REFER option here is to place a pointer to one dataset within another.

2. A copy of the complete dataset may be incorporated as part of another dataset. This is done by means of the INSERT card. Figure 3.17 shows the construction of an eight-word dataset containing the combined data of the datasets of Figs. 3.15 and 3.16.

3. The dataset may be added to a list. This is also done by means of the REFER card, as discussed below.

Structuring of Lists. A list is defined by a BEG LIST card. The list is identified (for FLEXRED purposes only) by the first 40 characters on the BEG LIST card. Datasets appear on the list in the exact

20

[illegible][illegible]

order specified by the ensuing REFER cards in sequence, and the list is terminated by an END LIST card or by the beginning of another list or dataset (a BEG SET or a BEG LIST card).

The example in Fig. 3.18 defines a list with three datasets on it (the first and third happen to be the same dataset--this is not an error, as the datasets on a list are not required to be distinct). The identification of this list for FLEXRED purposes is

LIST OF SOME OF THE DATASETS PREVIOUSLY

which may be used later to refer to the list.

Once a list has been created, it may then be used in two different ways.

CARDS ARE TO BE READ FROM BOTTOM TO TOP

-----END OF FIRST LIST-----																END LIST
DATASET NUMBER 2. AN EXAMPLE OF THE USE OF THE -REFER- CARD																REFER
DATASET NUMBER 1. THIS CARD DEFINES A SAMPLE DATASET FOR -FLEXRED-																REFER
DATASET NUMBER 2. AN EXAMPLE OF THE USE OF THE -REFER- CARD																REFER
LIST OF SOME OF THE DATASETS PREVIOUSLY DEFINED.																BEG LIST
01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17
00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
AJ	AJ	AJ	AJ	AJ	AJ	AJ	AJ	AJ	AJ	AJ	AJ	AJ	AJ	AJ	AJ	AJ
BNS	BNS	BNS	BNS	BNS	BNS	BNS	BNS	BNS	BNS	BNS	BNS	BNS	BNS	BNS	BNS	BNS
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17

Figure 3.18. A Sample List Containing Three Datasets

1. Its list header variable (LHV) may be stored as a piece of data in some dataset. This is done by using the REFER card, with the list name on it. An example will be seen in Fig. 3.19 where a one-word dataset has been created whose contents are the LHV for the list defined in Fig. 3.18.

2. A copy of it may be incorporated as part of another list. This is done by means of the INSERT card. Figure 3.20 shows the construction of a list containing six datasets (counting repetitions, of course) formed from the list of Fig. 3.18 by using the INSERT card.

The uses of the REFER and INSERT cards are summarized in Table 3.3. It should be noted again that the order of presentation of the data is only important during the definition of a list or dataset. The lists and datasets themselves may appear in any order and need not have appeared prior to their use on a REFER or INSERT card. Use of the INSERT card, however, may lead to a logical paradox (such as INSERTING an entity into

CARDS ARE TO BE READ FROM BOTTOM TO TOP

-----END OF DATASET FOUR-----																	END SET
LIST OF SOME OF THE DATASETS PREVIOUSLY DEFINED.																	REFER
FOURTH DATASET - ILLUSTRATING USE OF -REFER- CARD FOR -LHV- 5.																	BEG SET
1	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17
1	A	J	/	1	1	A	J	/	1	1	A	J	/	1	1	A	J
2	B	K	S	2	B	K	S	2	B	K	S	2	B	K	S	2	B
3	C	L	3	C	L	3	C	L	3	C	L	3	C	L	3	C	L

Figure 3.19. Example of LHV Stored in a Dataset

CARDS ARE TO BE READ FROM BOTTOM TO TOP

-----END OF SECOND LIST-----																END LIST
LIST OF SOME OF THE DATASETS PREVIOUSLY DEFINED.																INSERT
LIST OF SOME OF THE DATASETS PREVIOUSLY DEFINED.																INSERT
ANOTHER LIST DEFINED FOR PURPOSES OF THIS EXAMPLE																BEG LIST
01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1A J / 1	1A J / 1	1A J / 1	1A J / 1	1A J / 1	1A J / 1	1A J / 1	1A J / 1	1A J / 1	1A J / 1	1A J / 1	1A J / 1	1A J / 1	1A J / 1	1A J / 1	1A J / 1	1A J / 1
2B K S 2	2B K S 2	2B K S 2	2B K S 2	2B K S 2	2B K S 2	2B K S 2	2B K S 2	2B K S 2	2B K S 2	2B K S 2	2B K S 2	2B K S 2	2B K S 2	2B K S 2	2B K S 2	2B K S 2
3 L T 3	3 L T 3	3 L T 3	3 L T 3	3 L T 3	3 L T 3	3 L T 3	3 L T 3	3 L T 3	3 L T 3	3 L T 3	3 L T 3	3 L T 3	3 L T 3	3 L T 3	3 L T 3	3 L T 3

Figure 3.20. Use of the INSERT Card for List Definition

TABLE 3.3
SUMMARY OF STRUCTURE CARDS

Card Type	Entity Named on Card	Entity Inside Which Data on Card is Placed	Result
REFER	Dataset	Dataset	One data word, the DSP word address
REFER	Dataset	List	Places dataset on list
REFER	List	Dataset	One data word, the LHV
INSERT	Dataset	Dataset	Copies data from named set into new set
INSERT	List	List	Copies list from named list into new list
(Anything Else)			Diagnostic--fatal error

itself). FLEXRED will identify this (and more complicated variants) as an error and return a diagnostic. The REFER card is subject to no such logical difficulties and may be used anywhere.

The Basic Dataset. We have discussed the construction of individual datasets and lists. It is necessary to communicate or interface this entire data structure built by data cards with the user's program. This is done via the basic dataset, through which it must be possible to reach all data entered by FLEXRED. The basic dataset is locked into position by FLEXRED and its dataset index returned through its calling sequence.

Any one dataset may be defined as the basic dataset, through the use of the BASIC card, as shown in Fig. 3.21. The basic dataset provides the means to reach all other entities read during the FLEXRED run, and any entities not accessible directly or indirectly through the basic dataset are destroyed.

The basic dataset can provide access to entities in several ways. Values can be entered directly in the basic dataset, or DSP words or LHV words may be entered in the basic dataset which point to other datasets or lists. A chain of reference may be built up in which datasets and lists which are immediately referred to in the basic set point in turn to

DATASET NUMBER 2. AN EXAMPLE OF THE USE OF THE -REFER- CARD										BASIC									
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

Figure 3.21. Example of the BASIC Card

other datasets and lists. Thus, any variable entered through FLEXRED has to be linked either directly or through a chain of DSP and LHV words to some variable in the basic dataset.

3.2.1.3 Formatting and Comments

A card whose first character is an asterisk is a comment card of some sort in the data deck. If columns 71-80 are blank or contain something other than PRINT, BOX, or BOX PAGE, the card will be skipped and ignored by FLEXRED. This allows the user to intersperse his data deck with comments of a technical nature (which may assist in modifying the data deck) without having them appear to clutter up the output.

If the word PRINT occurs starting in column 71, then the contents of columns 1-70 appear on the output as a single line. If the word BOX occurs starting in 71, then the contents of columns 1-70 appear inside a box composed of asterisks. (Consecutive BOX cards produce only one box, containing multiple lines of output.) Finally BOX PAGE produces a box, and a skip to the top of a new page. Figure 3.22 shows some samples of these cards.

3.2.2 OUTLIS

The purpose of this routine is to perform general-purpose output for lists of data which have been previously generated internally by the ROSCOE simulation. These data take the form of lists of datasets (the so-called output datasets) which are constructed from time to time within the program while it is running. Each dataset on such an output list (of which there may be more than one) is presumed to be of the same form. That is to say, each dataset must be of the same length, and contain values of the same variable. In addition, the contents of each such dataset are presumed to be known to the user, who must decide how he wants the output to be formatted, scaled, and graphed or printed.

Four different types of output are currently provided for in sub-routine OUTLIS: (1) a state-vector form of output based on the STOUT

CARDS ARE TO BE READ FROM BOTTOM TO TOP

PA LINE, SURROUNDED BY A BOX OF ASTERISKS-- AT THE TOP OF A NEW PAGE																	BOX PAGE
THIS APPEARS AS A LINE SURROUNDED BY A BOX OF ASTERISKS.																	BOX
THIS LINE APPEAR ON THE OUTPUT, AS A SIMPLE LINE OF TYPE																	PRINT
THIS COMMENT WILL NOT APPEAR ON THE OUTPUT OF THE -FLEXED- PROGRAM																	
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	
00	00	00000	0	00000	000000	00000	0	0000	0	0000	000000	000000	0000000	000000	0000000	00000	
1A J / 1	1A J / 1	1A J / 1	1A J / 1	1A J / 1	1A J / 1	1A J / 1	1A J / 1	1A J / 1	1A J / 1	1A J / 1	1A J / 1	1A J / 1	1A J / 1	1A J / 1	1A J / 1	1A J / 1	
2B	52	2BAS2	2BAS2	2BAS2	2BAS2	2BAS2	2BAS2	2BAS2	2BAS2	2BAS2	2BAS2	2BAS2	2BAS2	2BAS2	2BAS2	2BAS2	
3CLT	3CLT	3CLT	3CLT	3CLT	3CLT	3CLT	3CLT	3CLT	3CLT	3CLT	3CLT	3CLT	3CLT	3CLT	3CLT	3CLT	

Figure 3.22. Sample Formatting Cards

subroutine of the TRAIID system, which includes provision for some coordinate conversions; (2) a columnar form of output which is based on the OUTCOL subroutine of the TRAIID system, but which has additional capabilities such as automatic scaling of the output variables; (3) a graphical form of output using the printer as a rudimentary plotter, based on the SETPLOT routine of the TRAIID system; and (4) a Calcomp plotter output capability with automatic axis scaling, based on Calcomp-supplied software. The user may select any combination of these at run time by means of data inputs which define "format" datasets which are interpreted in combination with the lists of output data to provide flexible output in a readable form. These four types of output will now be discussed in greater detail.

3.2.2.1 State Variable Output Formatting

In this form of output, it is assumed that the data on the output list is a series of ten-word datasets corresponding to the standard TRAIID state vector, composed of time, followed by the nine components of position,

velocity, and acceleration. These will be output according to the capabilities of subroutine STOUT of the TRAID system.

The structure of the format dataset which implements the state variable output capability is:

<u>Word</u>	<u>Contents</u>
1	STOUT (a single Hollerith constant)
2	An integer code word, described below
3-10	The (Hollerith) title to be used at the head of the output array

The OUTLIS program detects the Hollerith constant, STOUT, and proceeds with the state vector form of output.

The integer code word consists of six independent digits (in base-10 notation) which are decoded by the same program and serve to control the type of output which is desired. These digits are, reading from left to right in the code word: KF, KN, KI, KP, KV, and KA. Their use is as shown in Table 3.4.

This output routine does, however, assume that the state vectors provided to it in the datasets on the data output list are in an appropriate coordinate system to begin with. As indicated in the table, for KP = 1 the form is assumed to be in rectangular coordinates, whereas for KP = 2, 3, or 4, the form is assumed to be space polar.

3.2.2.2 Columnar Data Output

In this form of output, it is assumed that the data on the output list is a series of datasets (of no prescribed length) with identical structure. Each dataset will represent a single "line" of output in a tabular format. The user may select which column on the output sheet that particular data word will be printed in, how it should be scaled, and what the column heading should be.

TABLE 3.4

COMPONENTS OF THE CODE WORD IN STATE VARIABLE FORM OF DATA OUTPUT

KF	<u>Format control for number printout</u>
KF = 0	F10.3 conversion
KF = 1	E11.2 conversion
KN	<u>Name output control</u>
KN = 0	Names not printed
KN = 1	Names printed for each line
KI	<u>Identification control (leftmost printed column)</u>
KI = 0	None
KI = 1	State vector entry 1 as time
KI = 2	State vector entry 1 as Hollerith ID
KI = 3	State vector index number in array of states
KP	<u>Position printout control</u>
KP = 1	Rectangular coordinates (x, y, z)
KP = 2	Polar coordinates (r, θ , ϕ)
KP = 3	Radar coordinates (range, azimuth, elevation)
KP = 4	Geocentric coordinates (altitude, longitude, latitude)

Above values plus 5: positions labeled as "Reference Position"

All vectors in array must be in rectangular coordinates for output with KP = 1, and in polar coordinates for output with KP = 2, 3, or 4.

If the integer code word is negative, position output is deleted and the index KP defines the coordinate system used for the velocity and acceleration printouts below.

KV	<u>Velocity printout control</u>
KV = 0	Velocity printout deleted
KV = 1	Rates of position coordinates (\dot{x} , \dot{y} , \dot{z} or \dot{r} , $\dot{\theta}$, $\dot{\phi}$, etc. depending on the choice of KP)
KV = 2	Rectangular velocity components (\dot{x} , \dot{y} , \dot{z} or \dot{r} , $r\dot{\theta}\cos\phi$, $r\dot{\phi}$, etc.)
KV = 3	Polar velocity components (velocity magnitude, azimuth, elevation)
KV = 5	Polar coordinates of radar boresight, stored in velocity components of state

Above values plus 5: components 5 to 7 of state are scaled and labeled as position deviations

KA	<u>Acceleration printout control</u>
KA = 0	Acceleration printout deleted
KA = 1	Second derivatives of position coordinates (\ddot{x} , \ddot{y} , \ddot{z} , etc.)
KA = 2	Rectangular acceleration components
KA = 3	Polar acceleration vector (magnitude, azimuth, elevation)
KA = 4	Acceleration relative to velocity (magnitude, component parallel to velocity, component perpendicular to velocity)

Above values plus 5: components 8 to 10 of state are scaled and labeled as velocity deviations

The structure of the format dataset which implements the columnar output format is:

<u>Word</u>	<u>Contents</u>
1	OUTCOL (a single Hollerith constant)
2-9	The Hollerith title to be used at the head of the output array
10	An integer code word, described below
11	10-character top line of column heading
12	10-character middle line of column heading
13	10-character bottom line of column heading
14	Numerical scale factor to be applied to each data item in the column
15-19	Same data as 10-14 for another column
20-24	Same data as 10-14 for another column; and so on for as many columns as output is desired for

The code word (thought of as a decimal integer) is a positional composite of four other words; it is of the form NNPCF, composed of the integers, reading from left to right, NN, P, C, and F. These have the following meanings to the output routine:

NN = the index, within the output dataset, of the data item for which this is an output instruction.

P = the "page" on which this column of output is to be placed;
P = 0 is the "first" page, P = 1 the second, and so on to P = 9. The word "page" means output array, rather than physical page of printout.

C = the column on that page in which the output is to appear.
There are ten 12-character columns on a page of computer printout; they are numbered 1, 2, 3, 4, 5, 6, 7, 8, 9, and 0, reading from left to right.

F = the output format (in the FORTRAN sense) under which the words in this column are to be printed. The possible codes range from 1 through 9 inclusive; their meanings are shown in Table 3.5.

TABLE 3.5
CORRESPONDENCE BETWEEN DIGITAL CODES AND FORTRAN
FORMATS IN COLUMNAR FORM OF OUTPUT

<u>Code Digit</u>	<u>Format</u>
1	E12.4
2	E11.2
3	F11.6
4	F11.3
5	F10.0
6	I8
7	I10
8	Ø12
9	A10

It may be noted that there is no requirement that a column be printed only once; typically in time-series data the time column is printed once on each "page" of output. If one inadvertently specifies two different outputs for the same page/column pair, the latest one in the format dataset will govern.

Mention should be made here of a special input card which is recognized by FLEXRED and will allow the easy specification of the five-word segment of the format dataset corresponding to a particular output column. This is the OUTCOL card. Because of its specialized nature, its discussion was deferred until here. It is identified by FLEXRED by means of the word OUTCOL punched starting in column 71. The code word is punched in field 31-40; the top, middle, and bottom lines of the column heading are punched in fields 41-50, 51-60, and 61-70, respectively. If the word punched in 61-70 as the bottom line of the column heading is left-justified and recognizable by FLEXRED as being a scaling factor with which it is familiar, it will automatically define the correct scale factor and

store it in the format dataset for OUTLIS to use later. If the word is unrecognizable, on the other hand, FLEXRED will assume that this column is to be unscaled, and will put in a 1.0 for a scale factor.

Figure 3.23 shows a sample OUTCOL card. It will be noted that this is an instruction to OUTLIS to take the second word in each successive output dataset (NN = 02) and print it in the fourth column (C = 4) of the first output array (P = 0), after scaling it into nautical miles (i.e., after dividing by 1853.25), using a FORTRAN F11.3 format (F = 4). The resulting output will look like the following:

```

      ALTITUDE
      OF BURST
      NMI
          50.357
          126.780
          etc.

```

3.2.2.3 Printer Graphic Form of Output

In this form of output, it is assumed that the data on the output list is a series of datasets (of no prescribed length) with identical structure. The user may select in turn pairs of data words which are to be plotted against each other, using the line printer as a gross plotting

ALTITUDE OUTPUT	02044	ALTITUDE OF BURST NMI	OUTCOL
<small> 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100 </small>			

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Figure 3.23. A Sample OUTCOL Card

mechanism. This form of output does not allow for any scaling of the data, and the axis scaling is quite crude. It is designed primarily to obtain a rapid overview of the joint variation of two variables, rather than a polished output.

The structure of the format dataset which implements the graphical output format is:

<u>Word</u>	<u>Contents</u>
1	GRAPH (a single Hollerith constant)
2-9	The Hollerith title to be used at the head of the graph
10	Index (integer) in the output dataset of the data word to be graphed along the x-axis
11	Index (integer) in the output dataset of the data word to be graphed along the y-axis
12-21	Another title and pair of indices as in 2-11 for another graph from the same serial list of datasets
22-31	Another such definition; and so on

No axis labels are provided for, and axis scaling is automatically chosen to include all the data points within the plot field. This output method is extremely rapid, but suffers from low resolution.

3.2.2.4 Calcomp Plotter Form of Output

In this form of output it is assumed that the data on the output list is a series of datasets (of no prescribed length) with identical structure. The user may select in turn pairs of data words which are to be plotted against each other by a Calcomp plotter (or some other plotting device for which the appropriate software has been written).

This graphical output allows the user to specify a title for the graph, individual labels for the x-axis and y-axis, and scaling for the variables to be plotted along each axis. The program will then select appropriate scaling parameters so that the tick marks on the axes are at

convenient values, and so that the plotted graph "fills the field." The structure of the format dataset which implements the Calcomp output format is:

<u>Word</u>	<u>Contents</u>
1	CALCOMP (a single Hollerith constant)
2-9	The Hollerith title to be used at the head of the graph
10	Index (integer) in the output dataset of the data word to be plotted along the x-axis
11-12	Two-word Hollerith label for the x-axis
13	One-word Hollerith scaling factor name describing the units to be used along the x-axis
14	The value of the scaling factor associated with the units defined in 13
15	(intentionally blank)
16-21	Equivalent to words 10-15, but now defining the y-axis and its structure
22-41	Same as 2-21, but for a second graph to be constructed from the same sequential list of data arrays
42-61	Same as above; and so on

It should be noted here that words 10 through 14 (and all later sequences) are designed so that they may be read in by FLEXRED on a single OUTCOL input card, allowing FLEXRED to provide the value of the scaling factor automatically if its Hollerith name is one which it has learned to recognize. The use of these cards, and their format, are the same as in Sec. 3.2.2.2, where they were used to input and scale columnar data.

The routines in this Calcomp package are all Fortran except for two system subroutines, PLOTS and PLOT. Since these routines will have to be replaced when moving ROSCOE to another facility, they will be briefly described as to function. The presumption is that the associated plotter has a 10 × 13-inch plotting field.

PLOTS. Within a program which is to use the plotter, this routine must be the first to be called. It initializes various parameters and the position of the pen at the edge of the graph paper. The pen will be up. This point is defined as the origin (0.,0.) until it is redefined by a termination call to PLOT.

PLOT (X, Y, IC). This routine's calling sequence gives the following instructions.

X = abscissa in inches

Y = ordinate in inches

IC = control of pen

3--lift the pen

2--lower the pen

1--leave the pen as it is

If IC is negative, the pen will be positioned as above and the current plot will terminate at coordinate X,Y. This position on the paper is then defined as (0.,0.) for the next plot.

Thus PLOT moves the pen from the current position to (X,Y) with the pen up or down depending upon IC.

3.2.3 ROSCOE Inputs

From the preceding discussions, one can begin to perceive the flexibility built into the input/output structure of ROSCOE. Once the dataset structure is understood,¹ very simple or extremely complex data packages can be pieced together, depending on how the program is to be used.

¹Volume 3 presents a complete programmer's notebook of all ROSCOE datasets and definitions of all variables in those datasets.

In this section, we will go through an example data deck in some detail to illustrate the use of the FLEXRED/OUTLIS structure. We start with a review of the dataset "tree" structure concept as it relates to ROSCOE specifically.

3.2.3.1 The "Tree" Structure Concept

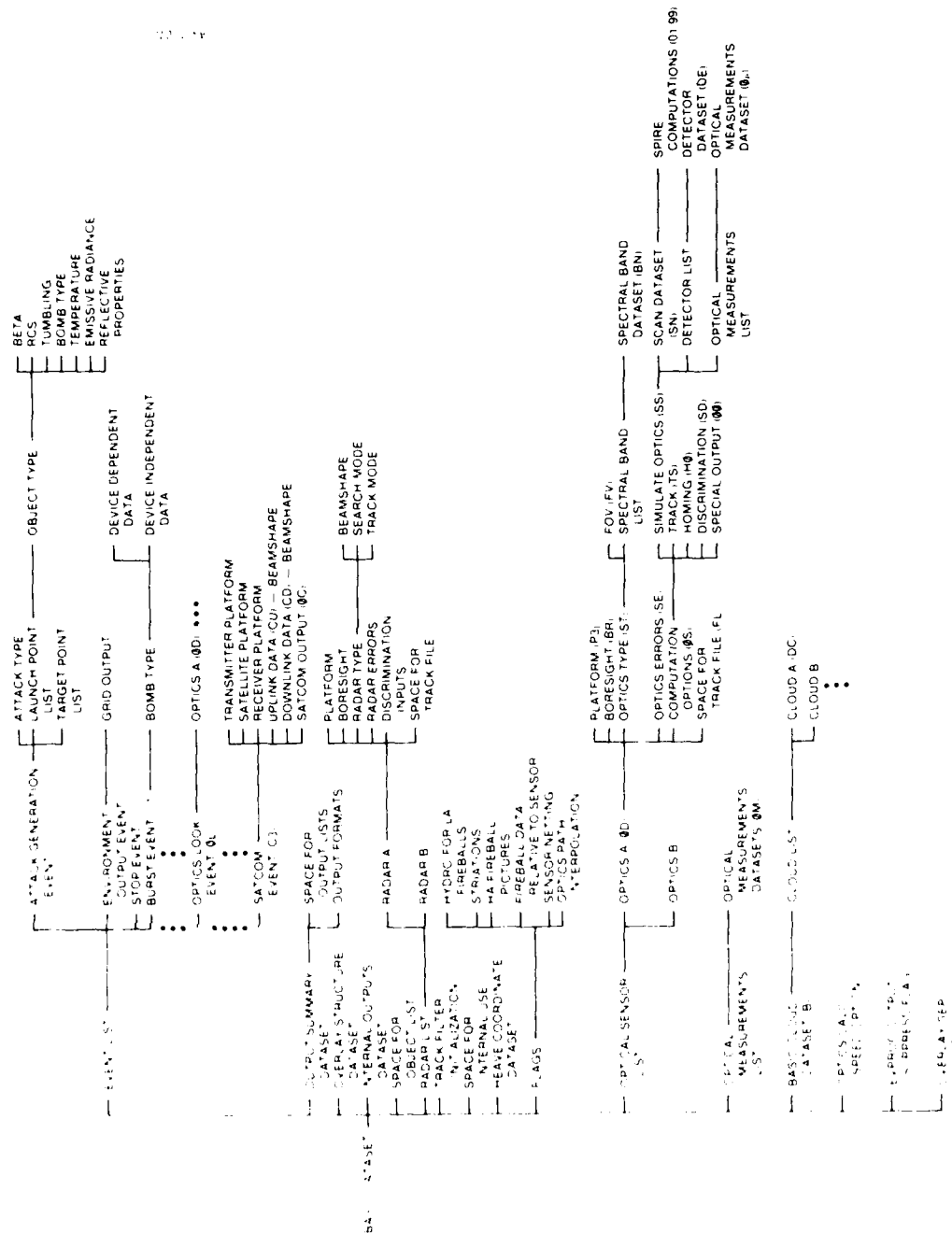
As discussed in the description of FLEXRED above, the dataset structure ("tree" structure) starts with a dataset termed the BASIC dataset. All other datasets either created in the input deck or created later within the code are tied to this basic dataset either directly or indirectly through other datasets and lists. Thus to create a ROSCOE data deck, one starts with the ROSCOE basic dataset and begins constructing the tree structure required for his particular job.

An example of such a tree structure is shown in Fig. 3.24. The ROSCOE basic dataset contains these items:

Event List

Function -- a list of the events that will be processed in a time ordered fashion within the program.

Options -- The user should always specify an attack generation event (since it initializes the ambient atmosphere and magnetic field) and a stop event to terminate execution. He then has the option of setting up an attack, that is, inputting an attack type dataset, a launch point list and target point list. Other optional events would be burst events (as many as he desires) each pointing to a bomb type dataset; an environment output event to produce specific phenomenology data at points in nuclear disturbed regions; a satellite communications event (see Vol. 20); or an optional surveillance event (see Vol. 21-1). Note that the attack generation event creates radar look events for each object/sensor pair at the radar acquisition range(s) internally.



Output Summary Dataset

Function -- to provide lists and format datasets for preparation of summary output within the program.

Options -- The user satisfied with the form of the outputs provided can leave this dataset string as it is. The user who would like the data in a different format (or printer plot output of any two items) can merely add additional format datasets to the format lists provided. The user who would like additional output can add new format lists and insert a new code to generate these data internally.

Overlay Structure Dataset

Function -- ROSCOE is intended to be a programming system rather than a code. This dataset allows for the addition of replacement overlays at input time.

Options -- If the programmer/user would like to use a program module of his own to replace one in the code, he can add the routines to the program library structure and specify that the appropriate event number call his overlay. This will require changing the appropriate overlay in the program structure (STRUCT) file. (Note that a comparable option exists at the subroutine level. The user can replace an existing subroutine with his own by giving it a different deck name with an entry name corresponding to the ROSCOE deck. He should then replace the original INSERT, old deck with his INSERT, new deck in the STRUCT file).

Internal Outputs Dataset

Function -- Provides for internal debug outputs. Write statements have been inserted in each event of the code to provide important data as they are computed.

Options -- By inputting the Hollerith flag "NO" the debug output is suppressed for that event. A "YES" flag turns on the output for that event. The casual user should probably ignore the debug print.

Space for Object List

Function -- To leave space for the object list created in the attack generation event.

Options -- Alternatively, one could input an object list rather than generate it within the attack generation event. In this case he would need the object states at an appropriate engagement time from some other program and would have to input the dataset string associated with each object (i.e., object type, beta, RCS, tumbling and bomb type datasets), and also a radar look event for each object on the event list.

Radar List

Function -- Lists all radar sensors to be used in this engagement.

Options -- There are no limitations on the number of radars that can be input (although large numbers will overload the dynamic storage system and considerable CP time will be spent allocating storage). For each radar, the dataset string shown must be entered.

Track Filter Initialization

Function -- A dataset to provide initialization parameters for the Kalman filter used.

Options -- None, unless the user would like to use his own filter.

Space for Lists

Function -- There are a number of spaces allocated here for internal storage of lists (bursts, fireballs at different times and altitude regimes, etc.).

Options -- None. These should not be changed.

Heave Coordinate Dataset

Function -- Provides a description of the grid region desired for high altitude nuclear engagements.

Options -- If a zero card is entered, a grid region will not be generated. This will be the case where the user is only interested in low-altitude (<90 km) detonations. If a REFER card is entered here, then a heave coordinate dataset should be entered somewhere in the input stream.

Flags

Function -- A number of flags are supplied to allow the user the option of simulating specific phenomenology, or providing additional output.

Options -- A "NO" flag means the item will not be computed; a "YES" entry means that it will be computed. The flags are:

- (1) Hydro around low-altitude fireballs--factors in the motion of air particles around low-altitude fireballs for chemistry calculations. This calculation can be time consuming for large numbers of multi-burst calculations. Its importance is a function of the geometry of the ray path intersections with the disturbed regions. Probably should be used for a limited set of ray paths rather than in a complete tracking simulation.
- (2) Striation calculations--this flag allows for the calculation of striations in the high-altitude grid region. It is important for high yield detonations, and for times longer than a few tens of seconds after burst.
- (3) Printer plots of HA fireballs--this option allows the user to get printer plot pictures of all high-

altitude fireballs and the beta tubes emanating from them. These plots require little computation time so the default has been set to "YES" in the standard decks provided.

- (4) FB data relative to radar--this option provides the position and extent of all low-altitude fireballs relative to each radar specified. It also provides the clutter contribution to the radar from each fireball.
- (5) Sensor Netting--an option which allows all sensor data to be netted. The alternative is that each sensor operates autonomously.
- (6) Optics Path Interpolation--allows for time interpolation of optics propagation data. The path integrations can be time consuming so for large FOV applications which require many paths or for large attack engagements this option should be used.

Optical Sensor List

Function -- Lists all optical sensors to be used in this engagement.

Options -- There are no inherent limitations on the number of optical sensors or sensor types that can be specified.

Optical Measurements List

Function -- Contains a list of optical measurement datasets which contain measured position coordinates of a target relative to the sensor boresight, the magnitude of the signal, etc.

Options -- These are created internally so a zero card should be used in the input deck to leave space for it.

Basic Cloud Dataset

Function -- Allows for the treatment of natural clouds in the optics calculation.

Options -- The user either inputs a "zero" card (no clouds) or card which refers to a basic cloud dataset which appears later in the input stream.

Optics Calculation Speed Option

Function -- To allow the user an option on computation speed.

Options -- The user inputs either "fast" or "slow". The default value is "slow". The "fast" option allows for run times to be reduced by about one-half, but does not produce the fidelity which the "slow" option affords.

EVPROC Output Suppression Play

Function -- Allows the user to suppress a standard printout which shows the ordering of events as they are processed and the computation time expended.

Options -- User inputs either "1.0" or "0". The default is 1.0, which enables the printout.

Overlay Separate File Flag

Function -- A flag to direct the code to use separate files for each overlay, which allows considerable savings in "ID" time changes.

Options -- "ID" or "0" should be input. Default is "ID" which directs the code to use the separate files.

3.2.3.2 Sample Data Deck

For our own studies at GRC, we have found it convenient to set up a large complex data package from which many variations can be run. The data deck includes five high-altitude bursts, a UHF radar model, a communications satellite and ground receivers, and a SWIR surveillance sensor on a synchronous satellite.

The deck is saved as a CDC UPDATE¹ file so that the deck can be edited and updated to run different problems. A listing of this UPDATE file is given in Appendix A. A description of the cards contained in the file follows.

1. Title and Initialization. (Data .2 - Data .5)

Data .2 and Data .3 are used for titling the output. Data .4 sets the earth rotation to on or off with input of YES or NO, respectively. Data .5 provides a starting point for the random number generator (used in structuring random RV attacks). Note that these first four cards, which are required, do not follow the FLEXRED format --FLEXRED formats are used for all other inputs.

2. Scale Factors. (Data .6 - Data .32)

As mentioned in the FLEXRED description, the user can specify scale factors so that inputs can be scaled properly to internal units (CGS for ROSCOE). Note the unusual set required to convert to range in centimeters on a one-square-centimeter target (Data .27 - Data .29). The scale factor (K) required to convert km on one-square-meter to cm on one-square-cm is derived as follows:

$$S/N \propto \left(\frac{R_{MKS}}{R} \right)^4 \sigma$$

where R_{MKS} = range in km on a one-square-meter target

so that R_{MKS} has the units $\text{km/m}^{1/2}$. Thus

$$\begin{aligned} K &= \left(\frac{\text{km}}{\text{m}^{1/2}} \right) \frac{(10^5 \text{ cm/km})}{(10^2 \text{ cm/m})^{1/2}} \\ &= 10^4 \end{aligned}$$

¹UPDATE is a CDC software package for maintaining source libraries by use of flexible editing features.

3. Basic Dataset. (Data .33 - Data .63)

As mentioned earlier, the basic dataset is the primary element in the data structure from which all other datasets and lists emanate. The ROSCOE basic dataset has a fixed structure containing those variables described above in Sec. 3.2.3.1.

The datasets and lists referred to in the basic dataset by REFER cards follow in the input stream.

4. Instructions for Internal Outputs. (Data .64 - Data .97)

This dataset establishes the debug output flags for each event. Note that the first card (card 65) must have the exact wording specified on the REFER card in the basic dataset and must have BEG SET starting in column 71.

5. Overlay Structure Type Dataset. (Data .98 - Data .131)

This dataset sets up the overlay calling structure by event. The purpose of this dataset is to allow for alternate overlays to be constructed and substituted for the existing ones.

6. Miscellaneous Datasets for Summary Output. (Data .132 - Data .440)
Output Summary Dataset. (Data .132 - Data .164)

This dataset provides space for the output lists that will be filled during program execution (the system output list, and the physics output lists designated as B0, F1, F2, F3, F4, D1, BE, CO, OC, OS and OP--see Volume 3 for definitions), and sets up pointers to the format lists which follow in the input stream.

Format Lists. (Data .165 - Data .200)

The format lists for each of the output types (trajectory output, track measurement errors, etc.) can contain any number of output format datasets for tabular output, printer plots, or Calcomp plots. Each separate output type must be defined by a dataset, however.

In the current example, a single tabular output format dataset is used for each systems and physics output.

Individual Output Instructions. (Data .201 - Data .440)

The individual output format datasets are given in this block of inputs. The format datasets all have the "columnar" form described in Sec. 3.2.2.2. The first card is a dataset descriptor which must correspond to a card image on one of the output format lists. The next card defines the type of output to be used--defined by the work OUTCOL in column 41. The third card is a title card for the tabular output. The title is punched in columns 1-71, and the work TITLE must be punched starting in column 71.

The next set of cards (up to ten) define the output data by column. The cards are punched as follows:

Columns 1-30: A description of the variable.

Columns 31-40: The code word as described in Sec. 3.2.2.2.

Columns 41-70: Descriptors which are printed at the top of each column. The first field of ten is printed on the first line, the second on the second line, and the third on the third line. The data may be scaled to any convenient units by using the third field for the unit name of a previously defined scale factor. In this case, the scale factor must be left-justified to distinguish it from a label.

Columns 71-80: The word OUTCOL.

7. Event List. (Data .441 - Data .459)

The event list must contain an attack generation event to initialize the atmospheric, ionospheric, and magnetic field models, and a stop event to terminate program execution; however, no other events are mandatory. The user can specify any number of burst events or an environment output event if desired. All events specified must have a dataset somewhere in the input stream, however.

8. Attack Generation and Battlespace Initialization.

(Data .460 - Data .512)

This block of data contains those datasets associated with the attack generation event and general problem initialization.

Attack Generation Event. (Data .461 - Data .466)

The attack generation event consists of the event type variable (1 in this case), a dummy event time, and pointers to the attack type dataset, the launch point list, and the target point list.

Attack Type Dataset. (Data .468 - Data .482)

Only a uniform attack (RVs spaced uniformly in time) can be specified at present; however, other attack types could be added easily. Other inputs include: a day or night specification (which is currently overridden in the initialization portion of the atmospheric model), the attack date (day, month, year) and time of day (zone time at the burst location), an approximate battlespace center location for the magnetic dipole fit, an initialization flag used internally which should be set to zero, and four parameters to describe the terrain for optics calculations (see Volume 7).

Launch Point List and Datasets. (Data .483 - Data .495)

Any number of launch points can be put on the launch point list. Recall that each launch point has an object type associated with it, so that object types are mixed by mixing launch points.

In the example, only one launch point (THE LAUCHOU LAUNCHERY) is listed. The launch point dataset contains the launch point name (LAUCHOU), the location of the launch point, pointers to the booster and object types, the number of boosters available at this launch point (or of this type), and space for an internally used variable.

Target Point List and Datasets. (Data .496 - Data .512)

The target point list also can have any number of targets listed. Arrival sequence is determined by the order of the target

list and the corresponding order of the launch point list. For the first target point, the program selects the first launch point (and object type) and constructs a trajectory between the points. For subsequent objects on this target or other target points, any remaining boosters at the first launch point are used until these are exhausted; then the second and succeeding launch points are used.

Only one target point is specified in the example--BUFFALO, NEW YORK. The target point dataset includes a target name, BUFFALO, the target location, the number of boosters on target, the arrival time (at the target) of the first RV, the delta time between arrivals of successive RVs, the standard deviation in arrival time (if any), the CEP about the impact location, a mode indicator for the trajectory type desired, a trajectory descriptor, and space for a target output array. The following options are available for describing the trajectory:

<u>Mode</u>	<u>Trajectory Descriptor Input</u>
1	Flight time
2	Excess flight time (above minimum-energy orbit)
3	Speed at launch (inertial)
4	Velocity-elevation angle at launch (inertial)
5	Speed at launch (relative to ground)
6	Velocity-elevation angle at launch (relative to ground)

System Output List. (Data .513 - Data .518)

This list contains output datasets for each radar/object pair. The list is created internally when the RV trajectory generation option is used to drive the radar look event logic (i.e., radar look events are created as RVs enter the radar fields of view and output datasets are created to hold the measurement data). However, if the user bypasses the RV trajectory generation by inputting object states directly and putting a radar look event on the event list then he must also set up a system output dataset for each radar/object pair.

High Altitude Heave Grid. (Data .519 - Data .540)

A grided region is used to model the high altitude (>90 km) disturbed regions. A reference location for the center of the region is input first (Data .520 - Data .521). This is followed by the heave coordinate dataset which contains the specifications for the size and orientation of the grid.

Data entries for the bottom altitude, the heave coordinate center (may be relative to the reference position given above), the angular cell widths,¹ the number of vertical cells, the number of columns in the positive and negative x- and y- directions,² and the azimuth of the x-axis (measured positive in the clockwise direction from north) must be specified. (The specification MAGNETIC aligns the negative x-axis with magnetic North.) In addition, the number of cells ($NMCEL \leq 100$) used in the magnetic grid for striation calculations is specified if striations are computed. This input variable is followed by initialization inputs for the two times at which grid data is saved, a space for an internal flag (IXPLD), flags for turning on energy check calculations (INCHK) and rezoning the grid cells in a column (IRZN), space for the cell heights (used internally), and the altitude (HMAX) at which a column should be rezoned. The energy check and rezoning calculations are actuated by setting the flags equal to 1.; otherwise, zeros should be entered as shown.

Placement and size of the heave grid relative to bursts is important. For some situations, experimentation may be required. In general, grid cell dimensions should be set so that at least four or five cells are contained within the initial fireball region. Differences will also appear due to placement of bursts within grid

¹ Cell widths in the x- and y- directions are measured in geocentric angular units.

² The code allows a maximum of 1300 cells. There can be as many as 18 vertical cells and 20 columns along the x-axis and 20 columns along the y-axis. For example, a grid of 10 x 10 x 13 in the x-y-z directions can be modeled.

cells (at cell edges compared to cell centers); this is a natural consequence of the granularity of the grid calculations.

Note that the number and size of the cells should be made large enough to cover the battlespace of interest. For points outside (i.e., below the bottom, above the top cell center, and outside the bounding tubes), ambient properties are assumed.

9. Object Data. (Data .541 - Data .623)

Object data can be input in two ways. The user can input either object coordinates directly (suitable for endo-atmospheric problems) or the object trajectory by using the launch point and target point lists described above. In the second case, the user can ignore these and skip to the booster type and object type datasets below.

Object Datasets. (Data .542 - Data .579)

In the example data deck, spaces have been allocated for two objects. To use these, the user should change these "zeros" cards to "refer" cards. The object datasets (Data .545 - Data .552 and Data .564 - Data .569) contain the following data:

- | | |
|--------|--|
| Card 1 | Beg Set card (name must correspond to name referred to on object list) |
| Card 2 | Object name (user selected) |
| Card 3 | Pointer to object type dataset |
| Card 4 | Pointer to object position dataset |
| Card 5 | An internal flag |
| Card 6 | Pointer to radar cross section dataset |
| Card 7 | Pointer to object tumbling model dataset |
| Card 8 | Space for track file associated with this object |

The object position datasets (Data .553 - Data .563 and Data .572 - Data .579) contain ten spaces for orbital element storage internally, the reentry time for the object (not used in this mode), the state

of the object (time, position, velocity, acceleration) which the user specifies, a pointer to the ballistic coefficient dataset and space for a beta multiplier for modification of the beta table (not used in this mode and internally set otherwise).

Booster type data is entered when booster plume tracking with an optical sensor is to be performed or when a full object trajectory from launch point to impact point is desired. The booster dataset contains a user selected name ("PLUME" in the example), a reference to the launch point associated with this booster, and a booster stage list.

A two stage booster is given in the sample deck. Inputs for each stage include fuel type (either "SOLID" or "LIQUID"), thrust, initial weight, final weight, nozzle area, burn time, the integration step size for trajectory calculations, the aerodynamic reference area, and a table of axial coefficients versus Mach number.

Object Type Data. (Data .613 - Data .619)

The object type is described by an object name (OVERSHOE in this example), a pointer to a ballistic coefficient dataset, the reentry altitude where drag should start, a pointer to the radar cross section for this object, a pointer to the bomb type, and a pointer to the tumbling model.

Ballistic Coefficient Dataset. (Data .621 - Data .623)

The ballistic coefficient (beta) can be modeled with a constant (model type = 1), with a beta/altitude table (model type = 2), or using a cone-aerodynamic model (model type = 3). The datasets corresponding to these models are B4, BT, and B3, respectively (see Vol. 3).

The object ballistic coefficient in this case is modeled as a constant. The dataset for this model contains the model type (1.0), and the ballistic coefficient.

10. Radar Event and Radar Datasets. (Data .624 - Data .759)

There are a large number of radar inputs, beginning with the radar look event and radar list. The user can elect to set up his own initial radar event by putting the event on the event list and entering the object data as described above, or he can merely input a radar list and use the trajectory generation option (must input launch points and target points as described above) in which case the program sets up radar looks for each object as it enters each radar field-of-view. Note that in the sample data deck provision is allowed for either option; that is, a radar event is entered on the event list (although with a large event time) and launch point/targets point lists are entered (except that the number of objects is set to zero). Thus the sample deck can be used in either case by either inputting the desired radar lock event time or inputting one or more objects on the launch and target point datasets.

Radar Event Dataset. (Data .625 - Data .634)

The radar event dataset consists of the event type (4.0, which should not be changed), the event time (user specifies), pointers to the radar and object used in this event, and eleven additional parameters that are either internally generated or should not be changed.

Radar List and Radar Datasets. (Data .635 - Data .645)

In the current example, a single radar is specified, called RADAR B. The RADAR B dataset contains a name (RAD/B), pointers to platform, boresight, radar type, radar errors, and discrimination input datasets, and space for a track file list used internally.

Boresight Dataset. (Data .649 - Data .652)

The boresight dataset contains Hollerith flags indicating whether a face can acquire the target followed by the boresight vector. In the example, only one radar face is specified which can acquire. Note that the boresight vector is specified in polar coordinates relative to the geographic coordinates (GEOR card 647) just above it.

Radar Errors. (Data .654 - Data .661)

Fixed and signal-to-noise-dependent errors in range, azimuth, and elevation for the two faces are input in the form shown. Bias errors for the three measurements can also be input if known. Zeros have been entered for bias errors in the example.

Discrimination Input Dataset. (Data .663 - Data .673)

Discrimination inputs consist of the discrimination type (either WBL, wide-bandwidth length, or FFL, fine-frequency length), the body length, the time interval for discrimination pulses, the altitude below which fine-frequency length measurements cannot be made, the total time during which discrimination pulses will be sent, a range limit beyond which wide-bandwidth length measurements cannot be made, and the noise bandwidth.

Radar Type Data. (Data .675 - Data .687)

Radar type data consists of a radar name, a Hollerith flag for beam stacking, pointers to datasets (radar errors, transmit beam-shape, receive beamshape, search mode parameters, and track mode parameters), the radar frequency, the effective noise temperature,¹ the radar horizon limit, the off-boresight angle limit, and a Hollerith flag indicating antenna polarization.

Search Mode Parameters. (Data .690 - Data .708)

Separate radar parameters are given for the search/verification and the track-initiation/track functions. The search/verification parameters define the search sector plus the other characteristics shown in the example. The last card is an integer flag which allows successive search pulses to be processed. When the flag is set to 1, the track logic is bypassed.

¹The total effective noise temperature as used here includes the sum of the system temperature and effective receiver noise temperature, which is equivalent to the noise figure times the system (room) temperature.

Radar Platform Dataset. (Data .711 - Data .713)

The radar may be placed on a number of different types of platforms (ground-based, satellite, airborne). These are designated by inputting the Hollerith names FIXED, ORBITAL, or CIRCULAR, with a set of state parameters appropriate to that model (see the P1, P2, P3 datasets in Vol. 3). For the fixed platform used in this example, only a position need be specified.

Track Filter Initialization. (Data .715 - Data .728)

The "ad hoc dataset for tracker initialization" contains a track filter beta multiplier term for initialization, the decay constants, and altitude for setting up exponential memory decay (if desired), initial values for the beta multiplier sigma and beta dot terms, and a pointer to the defense "guessed" beta table which follows in the input stream.

Transmit Beam Shape Model. (Data .730 - Data .737)

The name of the model type is specified first. Options include: CONSTANT for a mainlobe-plus-constant-sidelobe model, and TAPERED for tapered angle sidelobes. Other inputs include the beamshape (CIRCULAR or ELLIPTICAL), the beamwidth, the half beamwidth in sine space, a second input for half beamwidth in the vertical direction when an elliptical beamshape is used, the near-in angular sidelobe level, and a space for internal storage.

Track Mode Parameters Dataset. (Data .739 - Data .751)

The radar parameters used for the track initiation and track functions are shown next. Most of these parameters are well defined, with the exception of the range gate parameters. The range gate width at any time is given by

$$W = \begin{cases} W1 & \text{for track initiation} \\ W2 = K1 + K2\sigma_{RP} & \text{for track} \end{cases}$$

where K1 and K2 are inputs, and σ_{RP} is the deviation in the predicted target output by the filter.

Radar Cross Section Dataset. (Data .752 - Data .754)

The object radar cross section dataset is the next set of cards in the data stream. Here a model specification must be made from among the four model types allowed:

<u>Type</u>	<u>Model</u>
1	Constant
2	Table interpolation of RCS with aspect
3	Tank-like objects
4	RV and decoy model

Datasets R1, R2, R3 and R4 correspond to these model types. For type 1, which is used here, the user merely inputs the RCS. For the other types, the user is referred to the datasets R2, R3, and R4 in Vol. 3.

Tumbling Model. (Data .755 - Data .756)

There are three tumbling models available: type 1--object oriented along the current velocity vector; type 2--body oriented along its initial reentry velocity vector; and type 3--a stochastic model which allows the object to tumble at a given rate to some stabilization altitude. Datasets for these three models (T1, T2 and T3, respectively) are given in Vol. 3 of this report.

The tumbling model for the object in this example is Model type 1, where the body axis is aligned with the velocity vector. With this model, no other inputs are required.

Receive Beam Shape Model. (Data .757 - Data .759)

The transmit and receive beamshape models are assumed to be identical. Thus we merely insert the transmit beamshape model here using the INSERT card.

11. Communication Event Datasets. (Data .760 - Data .842)

The satellite communications model can be run by putting a communication event dataset on the event list, and then satisfying the data input requirements that emanate from this dataset. These

include: (1) the uplink dataset, which defines the parameters for the uplink transmitter-receiver pair; (2) the downlink dataset, which contains similar parameters for the downlink; (3) the transmitter platform dataset, which gives the position of the ground transmitter; (4) the satellite platform dataset, which gives the satellite starting position and orbital parameters (if desired); and (5) the receiver platform dataset, which gives the position of the ground receiver.

Communication Event Dataset. (Data .761 - Data .779)

A communication event has been input on the event list in the sample data deck. To enable the computation of this event the user should change the event time to be consistent with the burst times and other events being processed. Events will be processed at the time interval input by the user (set to 30 sec. in the sample deck). Other input options relating to the type of communication system simulated are described in Vol. 20.

Uplink and Downlink Datasets. (Data .780 - Data .830)

The user can change any of the input variables in the uplink and downlink datasets to model his particular system with the exception of the "zeros" card at the end of the datasets.

Transmitter, Receivers, and Satellite Platform Datasets.

(Data .831 - Data .842)

The transmitter and receiver datasets are generally input as fixed ground platforms. The satellite platform can be input as fixed in space (as in the sample deck) or specified as following an orbit (see the P2 and P3 dataset descriptions in Vol. 3)

12. Optical Sensor Event and Optics Data. (Data .843 - Data .998)

Two types of optics problems can be simulated in ROSCOE--(1) a surveillance problem where the sensor is pointed at some reference location, or (2) a track problem where a booster plume, aircraft plume, or fireball is tracked. In the first case, the user puts an optics look event in the event list and supplies the first look time and the reference point for the look direction. In the

second case, the user inputs the booster model and the burnout position.

Both types of problems are set up in the sample deck. The following sections describe how to turn them on and the calculation options allowed in each case.

Optics Look Event. (Data .844 - Data .851)

An optics look event has been inserted on the event list. To enable its computation, the user must change the event time. The look event will be set up using the optical sensor and reference position "referred" to on the next two cards of the dataset. All other inputs should be set as shown in the sample deck.

Cloud Data. (Data .852 - Data .872)

Two types of cloud modeling are allowed: (1) a deterministic model, where the user inputs the location and size of each cloud; and (2) a statistical model which allows for some average cloud statistics to be included in the optics calculation.

Clouds are modeled by putting a basic cloud dataset pointer in the basic dataset (change card 60 from ZEROS to REFER) and entering a basic cloud dataset as shown in the sample deck. The inputs for this dataset are: (1) model type (1 for statistical clouds and 0 for deterministic clouds); (2) number of deterministic clouds; (3) cloud list header (change ZEROS to REFER to enter deterministic cloud list); and (4) pointer to the statistical cloud dataset.

For statistical cloud modeling options (model number and layer number), the user is referred to Vol.24 describing this model. For deterministic clouds, the user enters a REFER card on the cloud list for each cloud he wishes to model and follows this with a cloud dataset describing the position and size of each cloud. A single cloud (CLOUDA) is included in the sample deck as an example.

The cloud index should be set to consecutively higher numbers if additional deterministic clouds are added. The cloud type parameters should be left as is since only one cloud type is currently provided for in the code.

Optical Sensor Data. (Data .873 - Data .873)

The optical sensor data begins with a sensor list. One sensor is shown in the sample deck. The optical sensor dataset includes these cards:

- Card 1 -- Beg Set Card (dataset descriptor must be consistent with descriptor on sensor list).
- Card 2 -- Name (user supplied).
- Card 3 -- Optics type (options include TRACK and SURVEILNCE as described above).
- Card 4 -- Optics calculation type (optics included--POINTS, which means only single line-of-sight calculations will be performed; or FOV, which means a set of lines-of-sight will be computed so that a focal plane representation of the scene can be constructed and scanned (see Vol. 33); or LOCAL, which sets up the focal plane representation as above but limits the scanning to regions about specific objects.
- Card 5 -- Object types (used with LOCAL above--options are TARGETS, FIREBALLS or ALL).
- Card 6-9-- Pointers to the boresight, platform, optics type and optics noise datasets.
- Card 10 -- Spaces for optics options (by changing this card to a REFER the simulate optics and track simulations events can be enabled).
- Card 11 -- Internal Space for a trackfile.

Card 12 -- Pointer to the optics grid dataset.

Card 13 -- Internal space for list of paths within FOV.

The optics noise, boresight and platform datasets follow in the sample deck (Data .889 - Data .903). They are self-explanatory with the exception of the acquisition flag in the boresight dataset. This parameter either allows (enter YES) or does not allow (enter NO) the optical sensor to initiate a trackfile on its own. If acquisition is not allowed, it is assumed a radar has been entered and acquisition and trackfile initiation will be performed by the radar sensor.

Optics Type Data. (Data .905 - Data .934)

Optics type data consists of an optics type dataset describing the sensor (number of detectors, blur diameter, NEFD, frame time, etc.), a wavelength band list, and a field-of-view dataset.

There are a number of options allowed for entering wavelength bands. First, the user can specify any number of wavelength bands he is interested in by putting them on the wavelength band list and entering a wavelength band dataset for each of them. In the wavelength band datasets, he can enter the end points of the band in length units (first two entries as shown in the sample deck), or he can enter the end points of the band in wave numbers (cm^{-1}). The last entry in the dataset can be set to zero, meaning no further subdivision of the band is desired; or the user can enter a list header variable to a band interval list to further subdivide the band (in which case he must enter the list and band interval datasets--see Vol. 3 for a description of these datasets); or the user can enter an integer describing the number of intervals the band should be divided into. Emission and scattering calculations are performed within the code for every band interval specified. Outputs of the radiance along a path at each band interval and the band integrated radiance are then provided.

The field-of-view of the sensor is described by setting the azimuth and elevation extent. These inputs must be limited to values not greater than 100 detector diameters. The last two inputs in this dataset are used to set baffle limits for a sensor. The first entry refers to the altitude below which the sensor cannot pick up a target. The second constraint is for upward looking sensors where an angle above the horizon is specified.

Optics Calculations. (Data .935 - Data .962)

Two types of optical sensor processing calculations can be simulated. The first is for the surveillance sensor application, where a field-of-view representation is computed, and a simulation of the scanning motion over the field-of-view is conducted. The second is a track simulation using the optical sensor. The processing calculations are enabled by setting up the simulate optics or track simulation event dataset pointers in the optics options dataset (i.e., making these REFER cards), and setting the event times accordingly.

Options allowed in the simulate optics event include a model type specification in which the user can select a built-in model (SURVEIL-01) or input his own (GENERAL). If the user inputs his own model, he must designate the scan pattern type (either CIRCULAR or LINEAR) and input a list header variable for the SPIRE computation list (change ZEROS card to REFER). The only other option allowed is for the plots entry. Here the user can specify whether he wants printer plot outputs of the sensor focal plane representation. The options are: OBJECTS--which produces contour plots for individual objects plus a composite plot; YES--produces only the composite plot; or NO--produces no contour plots but sets up the focal plane data for scanning and processing calculations.

For the track simulation event the user must specify the event time, the track interval, and the initial standard deviation in range used for track initialization in the case where the optical sensor is allowed to perform acquisition.

SPIRE Sensor processing Blocks. (Data .964 - Data .998)

As mentioned above, the user can input his own sensor scanning and processing model. The model is described in ROSCOE Vol. 21. An example set of processing blocks are shown in the sample deck. This set allows scanning of the focal plane, the addition of detector noise to the scanned output, Gaussian smoothing of the data stream output, and differencing and thresholding of the data for target identification.

13. Burst and Weapon Type Data. (Data .999 - Data .1174)

Burst Event Datasets. (Data .1002 - Data .1029)

The burst event datasets have the form: event type, event time, burst position, and a pointer to the weapon type dataset. Burst altitudes must be greater than zero. Five burst events are shown in the sample data deck, each pointing to a separate weapon type (note--these bursts could also point to same weapon type dataset if that were desired).

Weapon Type Dataset. (Data .1032 - Data .1174)

The weapon type dataset contains a weapon name (BOMB-1 for example), yield and yield fractions, weapon mass and mass fractions, and pointers to the device-dependent energy spectrum data and the device-independent energy spectrum data.

The remainder of this section of the data deck consists of the various spectrum data for a nominal weapon. Other weapon characteristics can be specified in a similar manner. Two sets of special weapon characteristics are given in Ref. 1.

14. Environment Output Event. (Data .1175 - Data .1191)

This event directs the program to create specific physics outputs at specified times. The dataset contains the event type,

¹ W.S. Knapp, Weapon Output, Energy Deposition and Atmospheric Chemistry Models for ROSCOE, Vol. 2, "Weapon Output and Energy Deposition Models," December 1974 (unpublished).

the event time, the type of output desired, the number of points at which output is desired, the time interval between calculations, the end print time, the radar frequency for these calculations (if appropriate), a pointer to a grid output data set, and a space for internal storage.

The event types can be specified as FIREBALL, which means that a single point within a low-altitude fireball or on its surface will be used to compute electron densities, temperatures, and clutter albedos; or as NONE, VORTEX, CONTINUUM, or ALL, which would produce point data at the number of points specified in any or all of these regions along a horizontal line from the center of a low-altitude fireball. In addition, the user can specify the event type as HA-FIREBAL to get electron densities along a vertical line through a high-altitude fireball.

The environment output event prints at a minimum (when the type is NONE) the fireball and debris properties corresponding to formats F1, F2, F3, F4, and D1. The other output types (FIREBALL, VORTEX, CONTINUUM, ALL, HA-FIREBAL) also provide the chemistry and albedo data given in the CO format dataset.

An example of the use of grid output dataset is shown in cards 1187-1191 of the sample data package. The grid output dataset is designed to provide contour plot output at selected cross sections of the grid. The variable "type" defines the location where the grid cut is made; in the example, the type is FIREBALL, indicating that a cut through the center of the fireball will be made; otherwise the type should be input as OTHER and the second variable, "index" will be used to define the index of the cell in the x- or y- direction to be used. The "kind of output" can be RHO for mass density contour plots, NE for electron density plots, STRI for striation fraction plots, ALL for all of the above, or NONE for none of them.

15. Stop Event. (Data .1192 - Data .1194)

The stop event terminates program execution at the time specified.

APPENDIX A
ROSCOE DATA PACKAGE

DATA	DO YOU WANT PRINTER PLOTS OF MAPS-3	YES		DATA	53
DATA	SPACE FOR INTERNAL USE	2.0		DATA	54
DATA	DO YOU WANT FB DATA RELATIVE TO RADAR	NO		DATA	55
DATA	SENSOR NETTING	NO		DATA	56
DATA	DO YOU WANT TIME INTERPOLATION	NO		DATA	57
DATA	SPACE FOR OPTICAL SENSOR LIST	1.0		DATA	58
DATA	SPACE FOR OPTICAL MEASUREMENTS	1.0		DATA	59
DATA	BASIC CLOUD DATASET	1.0		DATA	60
DATA	OPTICS CALC SPEED OPTION	SLOW		DATA	61
DATA	EVPMCC OUTPUT SUPPRESS FLAG	1.0	INT	DATA	62
DATA	EVERLAY SEP. FILE FLAG	1.0	INT	DATA	63
DATA	INSTRUCTIONS FOR TURNING ON DEBUG PRINTOUT BY OVERLAY			DATA	64
DATA	INSTRUCTIONS FOR INTERNAL OUTPUTS			DATA	65
DATA	EVENT 1 OUTPUT	NO		DATA	66
DATA	EVENT 2 OUTPUT	NO		DATA	67
DATA	EVENT 3 OUTPUT	NO		DATA	68
DATA	EVENT 4 OUTPUT	NO		DATA	69
DATA	EVENT 5 OUTPUT	NO		DATA	70
DATA	EVENT 6 OUTPUT	NO		DATA	71
DATA	EVENT 7 OUTPUT	NO		DATA	72
DATA	EVENT 8 OUTPUT	NO		DATA	73
DATA	EVENT 9 OUTPUT	NO		DATA	74
DATA	EVENT 10 OUTPUT	NO		DATA	75
DATA	EVENT 11 OUTPUT	NO		DATA	76
DATA	EVENT 12 OUTPUT	NO		DATA	77
DATA	EVENT 13 OUTPUT	NO		DATA	78
DATA	EVENT 14 OUTPUT	NO		DATA	79
DATA	EVENT 15 OUTPUT	NO		DATA	80
DATA	EVENT 16 OUTPUT	NO		DATA	81
DATA	EVENT 17 OUTPUT	NO		DATA	82
DATA	EVENT 18 OUTPUT	NO		DATA	83
DATA	EVENT 19 OUTPUT	NO		DATA	84
DATA	EVENT 20 OUTPUT	NO		DATA	85
DATA	EVENT 21 OUTPUT	NO		DATA	86
DATA	EVENT 22 OUTPUT	NO		DATA	87
DATA	EVENT 23 OUTPUT	NO		DATA	88
DATA	EVENT 24 OUTPUT	NO		DATA	89
DATA	EVENT 25 OUTPUT	NO		DATA	90
DATA	EVENT 26 OUTPUT	NO		DATA	91
DATA	EVENT 27 OUTPUT	NO		DATA	92
DATA	EVENT 28 OUTPUT	NO		DATA	93
DATA	EVENT 29 OUTPUT	NO		DATA	94
DATA	EVENT 30 OUTPUT	NO		DATA	95
DATA	EVENT 31 OUTPUT	NO		DATA	96
DATA	EVENT 32 OUTPUT	NO		DATA	97
DATA	OVERLAY CALLING STRUCTURE (ALTERNATE OVERLAYS CAN BE CALLED HERE)			DATA	98
DATA	OVERLAY STRUCTURE DATASET			DATA	99
DATA	EVENT 1 CALLS OVERLAY	1.0	INT	DATA	100
DATA	EVENT 2 CALLS OVERLAY	2.0	INT	DATA	101
DATA	EVENT 3 CALLS OVERLAY	3.0	INT	DATA	102
DATA	EVENT 4 CALLS OVERLAY	4.0	INT	DATA	103
DATA	EVENT 5 CALLS OVERLAY	5.0	INT	DATA	104

DATA	105	A
EVENT 6 CALLS OVERLAY	106	A
EVENT 7 CALLS OVERLAY	107	A
EVENT 8 CALLS OVERLAY	108	A
EVENT 9 CALLS OVERLAY	109	A
EVENT 10 CALLS OVERLAY	110	A
EVENT 11 CALLS OVERLAY	111	A
EVENT 12 CALLS OVERLAY	112	A
EVENT 13 CALLS OVERLAY	113	A
EVENT 14 CALLS OVERLAY	114	A
EVENT 15 CALLS OVERLAY	115	A
EVENT 16 CALLS OVERLAY	116	A
EVENT 17 CALLS OVERLAY	117	A
EVENT 18 CALLS OVERLAY	118	A
EVENT 19 CALLS OVERLAY	119	A
EVENT 20 CALLS OVERLAY	120	A
EVENT 21 CALLS OVERLAY	121	A
EVENT 22 CALLS OVERLAY	122	A
EVENT 23 CALLS OVERLAY	123	A
EVENT 24 CALLS OVERLAY	124	A
EVENT 25 CALLS OVERLAY	125	A
EVENT 26 CALLS OVERLAY	126	A
EVENT 27 CALLS OVERLAY	127	A
EVENT 28 CALLS OVERLAY	128	A
EVENT 29 CALLS OVERLAY	129	A
EVENT 30 CALLS OVERLAY	130	A
EVENT 31 CALLS OVERLAY	131	A
EVENT 32 CALLS OVERLAY	132	A
• OUTPUT DATASETS AND FORMATS (MAY BE CHANGED BY USER)	133	A
OUTPUT SUMMARY DATASET	134	A
SYSTEM OUTPUT LIST	135	A
TRAJECTORY OUTPUT FORMAT LIST	136	A
TRACK PARS. ERRORS FORMAT LIST	137	A
TRACK FILE OUTPUT FORMAT LIST	138	A
PROPAGATION OUTPUT FORMAT LIST	139	A
DISCRIMINATION OUTPUT FORMAT LIST	140	A
FIREBALL POSITION OUTPUT FORMAT LIST	141	A
B0 OUTPUT LIST	142	A
B1 OUTPUT LIST	143	A
B2 OUTPUT LIST	144	A
B3 OUTPUT LIST	145	A
B4 OUTPUT LIST	146	A
B5 OUTPUT LIST	147	A
B6 OUTPUT LIST	148	A
B7 OUTPUT LIST	149	A
B8 OUTPUT LIST	150	A
B9 OUTPUT LIST	151	A
B0 OUTPUT LIST	152	A
B1 OUTPUT LIST	153	A
B2 OUTPUT LIST	154	A
B3 OUTPUT LIST	155	A
B4 OUTPUT LIST	156	A

DATA	VELOCITY ERRORS	07054	ERRORS IN ALONG V	M	OUTCOL	DATA	209
DATA	VELOCITY ERRORS	08064	VELOCITY P2P TO VM	M	OUTCOL	DATA	210
DATA	VELOCITY ERRORS	09074	APPARENT CROSS V	M	OUTCOL	DATA	211
DATA	TARGET POSITION	08084	APPARENT RANGE	M	OUTCOL	DATA	212
DATA	TARGET POSITION	09094	TARGET AZIMUTH DEG	DEG	OUTCOL	DATA	213
DATA	TARGET POSITION	10004	POSITION ELEVATION DEG	DEG	OUTCOL	DATA	214
DATA	TRAJECTORY OUTPUT FORMAT				REG SET	DATA	215
DATA	TYPE OF OUTPUT REQUESTED					DATA	216
DATA	TRAJECTORY OUTPUT					DATA	217
DATA	EVENT TYPE	01019	TYPE OF EVENT		TITLE	DATA	218
DATA	TIME OF OUTPUT	02024	TIME OF OUTPUT SEC		OUTCOL	DATA	219
DATA	ALTITUDE	03034	POSITION ALTITUDE M		OUTCOL	DATA	220
DATA	RANGE	04044	DATA PGM RANGE M		OUTCOL	DATA	221
DATA	AZIMUTH	05054	OBJECT AT AZIMUTH DEG	DEG	OUTCOL	DATA	222
DATA	ELEVATION	06064	SPECIFIED ELEVATION DEG	DEG	OUTCOL	DATA	223
DATA	VELOCITY	07074	TIME-----VELOCITY M		OUTCOL	DATA	224
DATA	SIGNAL TO NOISE	08084	-----SIGNAL TO NOISE (DB)	DB	OUTCOL	DATA	225
DATA	NUMBER OF TARGETS	09094	NUMBER OF TARGETS		OUTCOL	DATA	226
DATA	TRACK MEASUREMENT ERRORS FORMAT				REG SET	DATA	227
DATA	TYPE OF OUTPUT REQUESTED					DATA	228
DATA	TRACK MEASUREMENT ERRORS					DATA	229
DATA	TIME OF OUTPUT	01014	TIME OF OUTPUT SEC		TITLE	DATA	230
DATA	PREDICTED RANGE	02024	PREDICTED RANGE M		OUTCOL	DATA	231
DATA	PREDICTED AZIMUTH	03034	PREDICTED AZIMUTH DEG	DEG	OUTCOL	DATA	232
DATA	PREDICTED ELEVATION	04044	PREDICTED ELEVATION DEG	DEG	OUTCOL	DATA	233
DATA	MEASURED RANGE	05054	MEASURED RANGE M		OUTCOL	DATA	234
DATA	MEASURED AZIMUTH	06064	MEASURED AZIMUTH DEG	DEG	OUTCOL	DATA	235
DATA	MEASURED ELEVATION	07074	MEASURED ELEVATION DEG	DEG	OUTCOL	DATA	236
DATA	RANDOM ERRORS	08084	RANDOM RANGE M		OUTCOL	DATA	237
DATA	RANDOM ERRORS	09094	RANDOM AZIMUTH DEG	DEG	OUTCOL	DATA	238
DATA	RANDOM ERRORS	10004	RAE COURSE/ELEVATION DEG	DEG	OUTCOL	DATA	239
DATA	PROPAGATION OUTPUT FORMAT				REG SET	DATA	240
DATA	TYPE OF OUTPUT REQUESTED					DATA	241
DATA	PROPAGATION OUTPUT					DATA	242
DATA	TIME OF OUTPUT	01014	TIME OF OUTPUT SEC		TITLE	DATA	243
DATA	ABSORPTION FROM ALL SOURCES	02024	ABSORPTION FROM ALL SOURCES		OUTCOL	DATA	244
DATA	THRESHOLD ABSORPTION	03034	THRESHOLD ABSORPTION		OUTCOL	DATA	245
DATA	NOISE TEMPERATURE	04044	NOISE TEMP		OUTCOL	DATA	246
DATA	NOISE POWER	05052	NOISE PC-W		OUTCOL	DATA	247
DATA	CLUTTER POWER	06062	CLUTTER PC-W		OUTCOL	DATA	248
DATA	CLUTTER-TO-NOISE RATIO	06064	CLUTTER-TO-NOISE RATIO (DB)	DB	OUTCOL	DATA	249
DATA	DISPERSIVE LOSS	13074	DISPERSIVE LOSS		OUTCOL	DATA	250
DATA	FARADAY ROTATION LOSS	14084	FARADAY ROTATION LOSS		OUTCOL	DATA	251
DATA	FAILURE MODE	15094	FAILURE MODE		OUTCOL	DATA	252
DATA	TIME OF OUTPUT	01114	TIME OF OUTPUT SEC		OUTCOL	DATA	253
DATA	REFRACTION	07134	BIAS RANGE M		OUTCOL	DATA	254
DATA	REFRACTION	08144	REFRACTION AZIMUTH DEG	DEG	OUTCOL	DATA	255
DATA	REFRACTION	09154	ERRORS ELEVATION/DEG	DEG	OUTCOL	DATA	256
DATA	REFRACTION	10174	RANDOM RANGE M		OUTCOL	DATA	257
DATA	REFRACTION	11184	REFRACTION AZIMUTH DEG	DEG	OUTCOL	DATA	258
DATA	REFRACTION	12194	ERRORS ELEVATION/DEG	DEG	OUTCOL	DATA	259
DATA	DISCRIMINATION OUTPUT FORMAT				REG SET	DATA	260

DATA	TYPE OF OUTPUT REQUESTED	DISCRIMINATION OUTPUT	OUTPUT	TITLE	DATA
DATA	TYPE OF OUTPUT	01019	TYPE OF DISCHIM	OUTCOL	261
DATA	ESTIMATED LENGTH	02024	ESTIMATED LENGTH M	OUTCOL	262
DATA	DEVIATION IN LENGTH	03034	DEVIATION IN LENGTH M	OUTCOL	263
DATA	MEASUREMENT TYPE	04044	MEAS	OUTCOL	264
DATA	MINIMUM RCS	05059	RCS	OUTCOL	265
DATA	ONE-WAY ATTENUATION	06061	ONE-WAY ATTEN	OUTCOL	266
DATA	FIREBALL POSITION OUTPUT FORMAT	07071	DB	OUTCOL	267
DATA	TYPE OF OUTPUT	08081	DB	OUTCOL	268
DATA	TYPE OF OUTPUT	09091	DB	OUTCOL	269
DATA	TYPE OF OUTPUT	10001	DB	OUTCOL	270
DATA	TYPE OF OUTPUT	11011	DB	OUTCOL	271
DATA	TYPE OF OUTPUT	12021	DB	OUTCOL	272
DATA	TYPE OF OUTPUT	13031	DB	OUTCOL	273
DATA	TYPE OF OUTPUT	14041	DB	OUTCOL	274
DATA	TYPE OF OUTPUT	15051	DB	OUTCOL	275
DATA	TYPE OF OUTPUT	16061	DB	OUTCOL	276
DATA	TYPE OF OUTPUT	17071	DB	OUTCOL	277
DATA	TYPE OF OUTPUT	18081	DB	OUTCOL	278
DATA	TYPE OF OUTPUT	19091	DB	OUTCOL	279
DATA	TYPE OF OUTPUT	20001	DB	OUTCOL	280
DATA	TYPE OF OUTPUT	21011	DB	OUTCOL	281
DATA	TYPE OF OUTPUT	22021	DB	OUTCOL	282
DATA	TYPE OF OUTPUT	23031	DB	OUTCOL	283
DATA	TYPE OF OUTPUT	24041	DB	OUTCOL	284
DATA	TYPE OF OUTPUT	25051	DB	OUTCOL	285
DATA	TYPE OF OUTPUT	26061	DB	OUTCOL	286
DATA	TYPE OF OUTPUT	27071	DB	OUTCOL	287
DATA	TYPE OF OUTPUT	28081	DB	OUTCOL	288
DATA	TYPE OF OUTPUT	29091	DB	OUTCOL	289
DATA	TYPE OF OUTPUT	30001	DB	OUTCOL	290
DATA	TYPE OF OUTPUT	31011	DB	OUTCOL	291
DATA	TYPE OF OUTPUT	32021	DB	OUTCOL	292
DATA	TYPE OF OUTPUT	33031	DB	OUTCOL	293
DATA	TYPE OF OUTPUT	34041	DB	OUTCOL	294
DATA	TYPE OF OUTPUT	35051	DB	OUTCOL	295
DATA	TYPE OF OUTPUT	36061	DB	OUTCOL	296
DATA	TYPE OF OUTPUT	37071	DB	OUTCOL	297
DATA	TYPE OF OUTPUT	38081	DB	OUTCOL	298
DATA	TYPE OF OUTPUT	39091	DB	OUTCOL	299
DATA	TYPE OF OUTPUT	40001	DB	OUTCOL	300
DATA	TYPE OF OUTPUT	41011	DB	OUTCOL	301
DATA	TYPE OF OUTPUT	42021	DB	OUTCOL	302
DATA	TYPE OF OUTPUT	43031	DB	OUTCOL	303
DATA	TYPE OF OUTPUT	44041	DB	OUTCOL	304
DATA	TYPE OF OUTPUT	45051	DB	OUTCOL	305
DATA	TYPE OF OUTPUT	46061	DB	OUTCOL	306
DATA	TYPE OF OUTPUT	47071	DB	OUTCOL	307
DATA	TYPE OF OUTPUT	48081	DB	OUTCOL	308
DATA	TYPE OF OUTPUT	49091	DB	OUTCOL	309
DATA	TYPE OF OUTPUT	50001	DB	OUTCOL	310
DATA	TYPE OF OUTPUT	51011	DB	OUTCOL	311
DATA	TYPE OF OUTPUT	52021	DB	OUTCOL	312

DATA	FIREBALL INDEX	02026	MINIMUM ALTITUDE	INDEX	ALTITUDE KM	OUTCOL	DATA	313	A
DATA	MINIMUM ALTITUDE	03034	MAXIMUM ALTITUDE	INDEX	ALTITUDE KM	OUTCOL	DATA	314	A
DATA	PARAP-UP ALTITUDE	04044	TILT FROM VERTICAL	INDEX	VERTICAL DEG	OUTCOL	DATA	315	A
DATA	AXIS ROTATION (C=0)	05054	AXIS ROTATION (C=0)	INDEX	ROTATION DEG	OUTCOL	DATA	316	A
DATA	PAR VORTEX RADIUS	06064	PAR VORTEX RADIUS	INDEX	RADIUS KM	OUTCOL	DATA	317	A
DATA	VRT VORTEX RADIUS	07074	VRT VORTEX RADIUS	INDEX	RADIUS KM	OUTCOL	DATA	318	A
DATA	VORTEX VOLUME	08084	VORTEX VOLUME	INDEX	VOLUME (CM3)	OUTCOL	DATA	319	A
DATA	CHARACTERISTIC TIME	09092	CHARACT. TIME	INDEX	TIME SEC	OUTCOL	DATA	320	A
DATA	TYPE OF OUTPUT	10000	CUTCOL			BEG SET	DATA	322	A
DATA	FIREBALL SET=3	01014	TIME OF OUTPUT	INDEX	TIME OF OUTPUT SEC	TITLE	DATA	323	A
DATA	FIREBALL INDEX	02026	FIREBALL INDEX	INDEX	NUMBER	OUTCOL	DATA	324	A
DATA	X-COORDINATE	03032	X-COORDINATE	INDEX	COORDINATE (CM)	OUTCOL	DATA	325	A
DATA	Y-COORDINATE	04042	Y-COORDINATE	INDEX	COORDINATE (CM)	OUTCOL	DATA	326	A
DATA	Z-COORDINATE	05052	Z-COORDINATE	INDEX	COORDINATE (CM)	OUTCOL	DATA	327	A
DATA	VAL OF CASSINI TERM	06064	OVAL OF CASSINI	INDEX	PARAMETER	OUTCOL	DATA	328	A
DATA	VAL ARM RADIUS	07074	VAL ARM RADIUS	INDEX	RADIUS KM	OUTCOL	DATA	329	A
DATA	VORTEX TEMP	08084	VORTEX TEMP	INDEX	TEMP (DEG-K)	OUTCOL	DATA	330	A
DATA	FIREBALL KIND	09096	FIREBALL KIND	INDEX	KIND	OUTCOL	DATA	331	A
DATA	PERGE TO INDEX	10006	MERGE	INDEX	ID	OUTCOL	DATA	332	A
DATA	TYPE OF OUTPUT		OUTCOL			BEG SET	DATA	333	A
DATA	FIREBALL SET=4	01014	TIME OF OUTPUT	INDEX	TIME OF OUTPUT SEC	TITLE	DATA	334	A
DATA	FIREBALL INDEX	02026	FIREBALL INDEX	INDEX	NUMBER	OUTCOL	DATA	335	A
DATA	X-COORDINATE	03032	X-COORDINATE	INDEX	COORDINATE (CM)	OUTCOL	DATA	336	A
DATA	Y-COORDINATE	04042	Y-COORDINATE	INDEX	COORDINATE (CM)	OUTCOL	DATA	337	A
DATA	Z-COORDINATE	05052	Z-COORDINATE	INDEX	COORDINATE (CM)	OUTCOL	DATA	338	A
DATA	CELL INDEX (X=DIR.)	06066	GRID CELL INDEX	INDEX	(X=DIR.)	OUTCOL	DATA	339	A
DATA	CELL INDEX (Y=DIR.)	07076	GRID CELL INDEX	INDEX	(Y=DIR.)	OUTCOL	DATA	340	A
DATA	CELL INDEX (Z=DIR.)	08086	GRID CELL INDEX	INDEX	(Z=DIR.)	OUTCOL	DATA	341	A
DATA	FB REL. POS. IN CELL	09094	FIREBALL REL. POS. IN CELL	INDEX	REL. POS. IN CELL	OUTCOL	DATA	342	A
DATA	FIREBALL KIND	10006	FIREBALL KIND	INDEX	KIND	OUTCOL	DATA	343	A
DATA	TYPE OF OUTPUT		OUTCOL			BEG SET	DATA	344	A
DATA	DEBRIS PARAMETERS	01014	TIME OF OUTPUT	INDEX	TIME OF OUTPUT SEC	TITLE	DATA	345	A
DATA	FIREBALL INDEX	02026	FIREBALL INDEX	INDEX	NUMBER	OUTCOL	DATA	346	A
DATA	DEBRIS INDEX NUMBER	03036	DEBRIS INDEX	INDEX	NUMBER	OUTCOL	DATA	347	A
DATA	TOTAL ENERGY	04042	TOTAL ENERGY	INDEX	ENERGY (ERG)	OUTCOL	DATA	348	A
DATA	DEBRIS ALTITUDE	05054	DEBRIS ALTITUDE	INDEX	ALTITUDE KM	OUTCOL	DATA	349	A
DATA	HORIZONTAL RADIUS	06064	HORIZONTAL RADIUS	INDEX	RADIUS KM	OUTCOL	DATA	350	A
DATA	VERTICAL RADIUS	07074	VERTICAL RADIUS	INDEX	RADIUS KM	OUTCOL	DATA	351	A
DATA	DEBRIS DISTRIBUTION	08084	DEBRIS DISTRIBUTION	INDEX	DISTRIBUTION	OUTCOL	DATA	352	A
DATA	EQUIVALENT SPH. RAD.	09094	EQUIVALENT SPH. RAD.	INDEX	RAD. KM	OUTCOL	DATA	353	A
DATA	DEBRIS VOLUME	10002	DEBRIS VOLUME	INDEX	VOLUME (CM3)	OUTCOL	DATA	354	A
DATA	TYPE OF OUTPUT		OUTCOL			BEG SET	DATA	355	A
DATA	BETA TUBE PARAMETERS	01014	TIME OF OUTPUT	INDEX	TIME OF OUTPUT SEC	TITLE	DATA	356	A
DATA	TIME OF OUTPUT		OUTCOL			OUTCOL	DATA	357	A
DATA			OUTCOL			OUTCOL	DATA	358	A
DATA			OUTCOL			OUTCOL	DATA	359	A
DATA			OUTCOL			OUTCOL	DATA	360	A
DATA			OUTCOL			OUTCOL	DATA	361	A
DATA			OUTCOL			OUTCOL	DATA	362	A
DATA			OUTCOL			OUTCOL	DATA	363	A
DATA			OUTCOL			OUTCOL	DATA	364	A

[illegible]

DATA	US OUTPUT	IR-RADIANCE	15092	IR-RADIANCEAT SENSOR (W/CN2)	OUTCOL	DATA	417
DATA	SIGNAL-TU=NOISE	19002	SIGNAL= TU=NOISE (DB)	OUTCOL	DATA	418	
DATA	TYPE OF OUTPUT		OUTCOL	BEG SET	DATA	419	
DATA	OPTICAL SAMPLES				DATA	420	
DATA	TIME OF OUTPUT	01013	TIME OF OUTPUT SEC	TITLE	DATA	421	
DATA	DETECTOR	02024	DETECTOR NUMBER	OUTCOL	DATA	422	
DATA	WAVELENGTH	03032	CENTRAL WAVELENGTHMM	OUTCOL	DATA	423	
DATA	AZIMUTH	04042	OFF-BURE (RADIAN)	OUTCOL	DATA	424	
DATA	ELEVATION	05052	OFF-BURE (RADIAN)	OUTCOL	DATA	425	
DATA	IR-RADIANCE	06062	SCANNED SIGNAL	OUTCOL	DATA	426	
DATA	NORMALIZED SIGNAL	07072	NORMALIZED SIGNAL	OUTCOL	DATA	427	
DATA	FINAL SIGNAL	08082	FINAL SIGNAL	OUTCOL	DATA	428	
DATA	TARGET FLAG	10099	TARGET DETECTION FLAG	OUTCOL	DATA	429	
DATA	OP OUTPUT FORMAT DATASET			BEG SET	DATA	430	
DATA	TYPE OF OUTPUT		OUTCOL		DATA	431	
DATA	INTEGRATED PATH DATA				DATA	432	
DATA	TIME	01014	TIME OF OUTPUT SEC	TITLE	DATA	433	
DATA	WAVELENGTH	02022	CENTRAL WAVELENGTHMM	OUTCOL	DATA	434	
DATA	AZIMUTH	03032	OFF-BURE (RADIAN)	OUTCOL	DATA	435	
DATA	ELEVATION	04042	OFF-BURE (RADIAN)	OUTCOL	DATA	436	
DATA	RADIANCE	05052	RADIANCE (PHOTONS/ S=SE=CN2)	OUTCOL	DATA	437	
DATA	INTEGRATED RADIANCE	07062	INTEGRATED RADIANCE	OUTCOL	DATA	438	
DATA	SIGMA DUE TO STRUCT	08072	SIGMA DUE TO STRUCT	OUTCOL	DATA	439	
DATA	THE EVENT LIST INCLUDING=			BEG PAGE	DATA	440	
DATA	ATTACK GENERATION			DATA	DATA	441	
DATA	RACAR			BGX	DATA	442	
DATA	COMMUNICATION			BGX	DATA	443	
DATA	OPTICS			BGX	DATA	444	
DATA	BURSTS			BGX	DATA	445	
DATA	ENVIRONMENT OUTPUT			BGX	DATA	446	
DATA	EVENT LIST			BEG LIST	DATA	447	
DATA	ATTACK GENERATION DATASET			REFER	DATA	448	
DATA	RACAR EVENT			REFER	DATA	449	
DATA	COMMUNICATIONS EVENT DATASET			REFER	DATA	450	
DATA	OPTICS LOCK EVENT			REFER	DATA	451	
DATA	BURST EVENT DATASET=1			REFER	DATA	452	
DATA	BURST EVENT DATASET=2			REFER	DATA	453	
DATA	BURST EVENT DATASET=3			REFER	DATA	454	
DATA	BURST EVENT DATASET=4			REFER	DATA	455	
DATA	BURST EVENT DATASET=5			REFER	DATA	456	
DATA	ENVIRONMENT OUTPUT EVENT			REFER	DATA	457	
DATA	STOP EVENT			REFER	DATA	458	
DATA	THE ATTACK GENERATION EVENT INCLUDING INITIALIZATION =			REFER	DATA	459	
DATA	ATTACK GENERATION DATASET			BEG PAGE	DATA	460	
DATA	TYPE OF EVENT	1.0	INT	BEG SET	DATA	461	
DATA	TIME OF EVENT (DUMMY)	-5000.0	SEC		DATA	462	
DATA	ATTACK TYPE DATASET				DATA	463	
DATA	LAUNCH POINT LIST			REFER	DATA	464	
DATA	TARGET POINT LIST			REFER	DATA	465	
DATA	ATTACK TYPE DATASET			BGX	DATA	466	
DATA				BEG SET	DATA	467	
DATA					DATA	468	

DATA	TYPE OF ATTACK TO BE GENERATED	UNIFORM		DATA	469
DATA	IS IT DAY OR NIGHT FOR 8.0, CALCULS.	DAY		DATA	470
DATA	DAY OF ATTACK	23		DATA	471
DATA	MONTH OF ATTACK	9	INT	DATA	472
DATA	YEAR OF ATTACK	73	INT	DATA	473
DATA	TIME OF DAY	15.45	MRB	DATA	474
DATA	REF ALT	200.	DEG	DATA	475
DATA	REF LAT	47.75	DEG	DATA	476
DATA	REF LONG	-79.33	DEG	DATA	477
DATA	INITIALIZATION FLAG	0.	INT	DATA	478
DATA	REGION TYPE (1=URURAL)	1.	INT	DATA	479
DATA	VISIBILITY (1=50KM)	1.	INT	DATA	480
DATA	MSG	1.	INT	DATA	481
DATA	DD	.01		DATA	482
DATA	* THE LAUNCH POINTS			DATA	483
DATA	LAUNCH POINT LIST			DATA	484
DATA	THE LAUNCHCU LAUNCHERY			DATA	485
DATA	* HEREWITH THE INDIVIDUAL LAUNCH POINTS THEMSELVES			DATA	486
DATA	REFERENCE FOR LAUNCH POINT			DATA	487
DATA	COORD CENTER	0.	-79.33 47.75	DATA	488
DATA	THE LAUNCHCU LAUNCHERY			DATA	489
DATA	NAME OF LAUNCH POINT	LANCHOU		DATA	490
DATA	LAUNCH PT	0.	105. 36.	DATA	491
DATA	BUGSTER TYPE NO.1			DATA	492
DATA	OBJECT TYPE A			DATA	493
DATA	NUMBER OBJECTS	0.	INT	DATA	494
DATA	(INTERNALLY USED)	0.0		DATA	495
DATA	* THE TARGET POINTS			DATA	496
DATA	TARGET POINT LIST			DATA	497
DATA	BUFFALO, NEW YORK			DATA	498
DATA	* THE INDIVIDUAL TARGET POINTS FOLLOW			DATA	499
DATA	REFERENCE FOR TARGET POINT			DATA	500
DATA	COORD CENTER	0.	-79.33 47.75	DATA	501
DATA	BUFFALO, NEW YORK			DATA	502
DATA	TARGET POINT NAME	BUFFALO		DATA	503
DATA	TARGET PT	0.	0.	DATA	504
DATA	NUMBER OBJECTS	0.	INT	DATA	505
DATA	IMPACT TIME OF 1ST	2000.	SEC	DATA	506
DATA	DELTA TIME BETWEEN OBJECTS	20.	SEC	DATA	507
DATA	SIGMA OF ARRIVAL TIMES	0.0		DATA	508
DATA	C.E.P. OF IMPACT LOCATION	0.0		DATA	509
DATA	MODE INDICATOR (SEE RCR62 IN TRAD)	4.0	INT	DATA	510
DATA	REENTRY ANGLE	20.	DEG	DATA	511
DATA	SPACE FOR POINTER TO TARGET OUTPUT ARRAY1.0			DATA	512
DATA	SYSTEM OUTPUT LIST			DATA	513
DATA	SYSTEM OUTPUT DATASET			DATA	514
DATA	SYSTEM OUTPUT DATASET			DATA	515
DATA	OBJECT NAME	OBJECT 1		DATA	516
DATA	MADAR NAME			DATA	517
DATA	SPACES			DATA	518
DATA	SET UP MEAVE GRID			DATA	519
DATA	REFERENCE FOR MEAVE CENTER			DATA	520

DATA	COORD CENTER	0.	-79.33	47.75	521
DATA	WEAVE COORDINATE DATASET				522
DATA	ALTITUDE CP POSITION	90.	KM		523
DATA	WEAVE CENTER	0.	0.	90.	524
DATA	ANGULAR CELL SIZE IN X	.02			525
DATA	ANGULAR CELL SIZE IN Y	.02			526
DATA	NO VERTICAL CELLS	17.	INT		527
DATA	NUMBER OF CELLS IN PCS, X=DIR.	3.	INT		528
DATA	NUMBER OF CELLS IN PCS, Y=DIR.	3.	INT		529
DATA	NUMBER OF CELLS IN PCS, Y=DIR.	3.	INT		530
DATA	NUMBER OF CELLS IN PCS, Y=DIR.	3.	INT		531
DATA	NUMBER OF CELLS IN PCS, Y=DIR.	3.	INT		532
DATA	NUMBER OF CELLS IN PCS, Y=DIR.	3.	INT		533
DATA	NUMBER OF CELLS IN PCS, Y=DIR.	3.	INT		534
DATA	NUMBER OF CELLS IN PCS, Y=DIR.	3.	INT		535
DATA	NUMBER OF CELLS IN PCS, Y=DIR.	3.	INT		536
DATA	NUMBER OF CELLS IN PCS, Y=DIR.	3.	INT		537
DATA	NUMBER OF CELLS IN PCS, Y=DIR.	3.	INT		538
DATA	NUMBER OF CELLS IN PCS, Y=DIR.	3.	INT		539
DATA	NUMBER OF CELLS IN PCS, Y=DIR.	3.	INT		540
DATA	NUMBER OF CELLS IN PCS, Y=DIR.	3.	INT		541
DATA	NUMBER OF CELLS IN PCS, Y=DIR.	3.	INT		542
DATA	NUMBER OF CELLS IN PCS, Y=DIR.	3.	INT		543
DATA	NUMBER OF CELLS IN PCS, Y=DIR.	3.	INT		544
DATA	NUMBER OF CELLS IN PCS, Y=DIR.	3.	INT		545
DATA	NUMBER OF CELLS IN PCS, Y=DIR.	3.	INT		546
DATA	NUMBER OF CELLS IN PCS, Y=DIR.	3.	INT		547
DATA	NUMBER OF CELLS IN PCS, Y=DIR.	3.	INT		548
DATA	NUMBER OF CELLS IN PCS, Y=DIR.	3.	INT		549
DATA	NUMBER OF CELLS IN PCS, Y=DIR.	3.	INT		550
DATA	NUMBER OF CELLS IN PCS, Y=DIR.	3.	INT		551
DATA	NUMBER OF CELLS IN PCS, Y=DIR.	3.	INT		552
DATA	NUMBER OF CELLS IN PCS, Y=DIR.	3.	INT		553
DATA	NUMBER OF CELLS IN PCS, Y=DIR.	3.	INT		554
DATA	NUMBER OF CELLS IN PCS, Y=DIR.	3.	INT		555
DATA	NUMBER OF CELLS IN PCS, Y=DIR.	3.	INT		556
DATA	NUMBER OF CELLS IN PCS, Y=DIR.	3.	INT		557
DATA	NUMBER OF CELLS IN PCS, Y=DIR.	3.	INT		558
DATA	NUMBER OF CELLS IN PCS, Y=DIR.	3.	INT		559
DATA	NUMBER OF CELLS IN PCS, Y=DIR.	3.	INT		560
DATA	NUMBER OF CELLS IN PCS, Y=DIR.	3.	INT		561
DATA	NUMBER OF CELLS IN PCS, Y=DIR.	3.	INT		562
DATA	NUMBER OF CELLS IN PCS, Y=DIR.	3.	INT		563
DATA	NUMBER OF CELLS IN PCS, Y=DIR.	3.	INT		564
DATA	NUMBER OF CELLS IN PCS, Y=DIR.	3.	INT		565
DATA	NUMBER OF CELLS IN PCS, Y=DIR.	3.	INT		566
DATA	NUMBER OF CELLS IN PCS, Y=DIR.	3.	INT		567
DATA	NUMBER OF CELLS IN PCS, Y=DIR.	3.	INT		568
DATA	NUMBER OF CELLS IN PCS, Y=DIR.	3.	INT		569
DATA	NUMBER OF CELLS IN PCS, Y=DIR.	3.	INT		570
DATA	NUMBER OF CELLS IN PCS, Y=DIR.	3.	INT		571
DATA	NUMBER OF CELLS IN PCS, Y=DIR.	3.	INT		572

RADAR EVENT	DATA	TIME	INT	SEC	REG SET	DATA	625
RADAR B	DATA	4.0	INT			DATA	626
OBJECT=1	DATA	99999.	SEC			DATA	627
KTRACK	DATA				REFER	DATA	628
KLAG	DATA	1.0			REFER	DATA	629
SPACE	DATA	2.0			ZEROS	DATA	630
SPACE	DATA				ZEROS	DATA	631
SPACE	DATA				ZEROS	DATA	632
SPACE	DATA				REFER	DATA	633
SPACE	DATA				ZEROS	DATA	634
SPACE	DATA				ZEROS	DATA	635
SPACE	DATA				BCX	DATA	636
SPACE	DATA				BEG LIST	DATA	637
SPACE	DATA				REFER	DATA	638
SPACE	DATA				BEG SET	DATA	639
SPACE	DATA				REFER	DATA	640
SPACE	DATA				REFER	DATA	641
SPACE	DATA				REFER	DATA	642
SPACE	DATA				REFER	DATA	643
SPACE	DATA				REFER	DATA	644
SPACE	DATA				ZEROS	DATA	645
SPACE	DATA				BEG SET	DATA	646
SPACE	DATA				GEOM	DATA	647
SPACE	DATA				PRINT	DATA	648
SPACE	DATA				BEG SET	DATA	649
SPACE	DATA				DATA	DATA	650
SPACE	DATA				PCLAR	DATA	651
SPACE	DATA				END SET	DATA	652
SPACE	DATA				BCX	DATA	653
SPACE	DATA				BEG SET	DATA	654
SPACE	DATA				DATA	DATA	655
SPACE	DATA				DATA	DATA	656
SPACE	DATA				DATA	DATA	657
SPACE	DATA				DATA	DATA	658
SPACE	DATA				DATA	DATA	659
SPACE	DATA				DATA	DATA	660
SPACE	DATA				ZEROS	DATA	661
SPACE	DATA				BCX	DATA	662
SPACE	DATA				BEG SET	DATA	663
SPACE	DATA				DATA	DATA	664
SPACE	DATA				DATA	DATA	665
SPACE	DATA				DATA	DATA	666
SPACE	DATA				DATA	DATA	667
SPACE	DATA				DATA	DATA	668
SPACE	DATA				DATA	DATA	669
SPACE	DATA				DATA	DATA	670
SPACE	DATA				DATA	DATA	671
SPACE	DATA				DATA	DATA	672
SPACE	DATA				ZEROS	DATA	673
SPACE	DATA				BCX	DATA	674
SPACE	DATA				BEG SET	DATA	675
SPACE	DATA				DATA	DATA	676

DATA	NAME	VALUE	UNIT	PRINT	DATA
DATA	TRANSMIT BEAM SHAPE MODEL			BEG SET	729
DATA	NAME				730
DATA	SHAPE				731
DATA	BEAM-10TH	CONSTANT	DEG		732
DATA	HALF BEAM SIZE SPACE	1.5			733
DATA	ELLIPTICAL HALF V VALUE	0.			734
DATA	BEAM-IN ANGULAR SIDELobe LEVEL	0.0	UB		735
DATA	INTERNAL STORAGE	-30.			736
DATA		1.0			737
DATA	TRACK MODE PARAMETERS DATASET			ZEROS	738
DATA	S/N THRESHOLD	15.	UB	PRINT	739
DATA	MIN TRACK RANGE	1.	KM	BEG SET	740
DATA	RANGE GATE PARAM, K1	5	KM		741
DATA		K2			742
DATA	TOTAL TIME BEFORE OKUP TRACK	10.	SEC		743
DATA	TRACK INT	1.	SEC		744
DATA	RANGE ON 1 800M	2500.	MP-SCH		745
DATA	RANGE GATE	1.	KM		746
DATA	NOISE BANDWIDTH	2.5	KHZ		747
DATA	SIGNAL BANDWIDTH	3	KHZ		748
DATA	PULSE COMPRESSION	120.			749
DATA	RANGE Sidelobe LEVEL	-30.	UB		750
DATA	RADAR CROSS SECTION DATASET			BEG SET	751
DATA	MODEL TYPE	1.0	INT		752
DATA	RCR	1.0	MBO		753
DATA	BODY AXIS ALONG VELOCITY TUMBLING MODEL	1.0	INT	BEG SET	754
DATA	MODEL TYPE				755
DATA	RECEIVE BEAM SHAPE MODEL			BEG SET	756
DATA	TRANSMIT BEAM SHAPE MODEL			INSERT	757
DATA	RECEIVE BEAM SHAPE MODEL			END SET	758
DATA	TIME COMMUNICATIONS EVENT DATASETS			BCX PAGE	759
DATA	COMMUNICATIONS EVENT DATASET			BEG SET	760
DATA	EVENT TYPE	22.	INT		761
DATA	EVENT TIME	99999.	SEC		762
DATA	TRANSMITTER PLATFORM DATASET			REFER	763
DATA	SATELLITE PLATFORM DATASET			REFER	764
DATA	RECEIVER PLATFORM DATASET			REFER	765
DATA	TIME STEP				766
DATA	TYPE -CD.	30.	SEC		767
DATA	REGEN.	YES			768
DATA	COMPONENT PSR	NC			769
DATA	FULLY DET.	YES			770
DATA	CONSTANT ZETA	707			771
DATA	CORR PLL	FIRST			772
DATA	LINK DATASET				773
DATA	DOWNLINK DATASET			REFER	774
DATA	SPACE FOR INTERNAL CALCULATIONS	6.0		REFER	775
DATA	INITIAL VALUE FOR T1	-10.	SEC	ZEROS	776
DATA	INITIAL VALUE FOR T2	-10.	SEC		777
DATA	SPACE FOR INTERNAL CALCULATIONS	9.			778
DATA	DOWNLINK DATA			ZEROS	779
DATA				RCR	780

DATA	LINK DATASET	100.	DATA	781	A
DATA	POWER	8000.	DATA	782	A
DATA	PREC	61.	DATA	783	A
DATA	TRANS. GAIN	16.8	DATA	784	A
DATA	REC. GAIN	2.5	DATA	785	A
DATA	TRANSMITTER LOSS FACTOR	0.5	DATA	786	A
DATA	SYSTEM LINE LOSS FACTOR	NO	DATA	787	A
DATA	PHASE ARRAY TRANSMITTER	0.	DATA	788	A
DATA	LINK RTH AZIM ERROR	0.	DATA	789	A
DATA	LINK RTH ELEV ERROR	0.	DATA	790	A
DATA	LINK RTH ELEV ERROR	3.	DATA	791	A
DATA	PHASED ARRAY RECEIVER	NO	DATA	792	A
DATA	LINK RCV AZIM ERROR	0.	DATA	793	A
DATA	LINK RCV ELEV ERROR	0.	DATA	794	A
DATA	SPACE FOR REGISTRATION VECTOR	3.	DATA	795	A
DATA	BIT PERIOD	1.0E-8	DATA	796	A
DATA	IF BANDWIDTH	125.	DATA	797	A
DATA	BANDWIDTH FOR PLL	125.	DATA	798	A
DATA	BEAMWIDTH	1.5	DATA	799	A
DATA	8% THRESHOLD	15.	DATA	800	A
DATA	SIDELobe LEVEL	30.	DATA	801	A
DATA	SPACE FOR BIT ERROR, PHASE ERROR	2.0	DATA	802	A
DATA	RECEIVER NOISE TEMPERATURE	720.	DATA	803	A
DATA	SPACE FOR ACISE FIGURE, TEMP	2.0	DATA	804	A
DATA	SPACES FOR INTERNAL CALCULATIONS	32.	DATA	805	A
DATA	LINK DATASET	20.	DATA	806	A
DATA	POWER	7400.	DATA	807	A
DATA	PREC	33.2	DATA	808	A
DATA	TRANS. GAIN	61.	DATA	809	A
DATA	REC. GAIN	1.2	DATA	810	A
DATA	TRANSMITTER LOSS FACTOR	0.5	DATA	811	A
DATA	SYSTEM LINE LOSS FACTOR	NO	DATA	812	A
DATA	PHASE ARRAY TRANSMITTER	0.	DATA	813	A
DATA	LINK RTH AZIM ERROR	0.	DATA	814	A
DATA	LINK RTH ELEV ERROR	0.	DATA	815	A
DATA	LINK RTH ELEV ERROR	3.	DATA	816	A
DATA	PHASED ARRAY RECEIVER	NO	DATA	817	A
DATA	LINK RCV AZIM ERROR	0.	DATA	818	A
DATA	LINK RCV ELEV ERROR	0.	DATA	819	A
DATA	SPACE FOR REGISTRATION VECTOR	3.	DATA	820	A
DATA	BIT PERIOD	1.0E-8	DATA	821	A
DATA	IF BANDWIDTH	125.	DATA	822	A
DATA	BANDWIDTH FOR PLL	125.	DATA	823	A
DATA	BEAMWIDTH	1.5	DATA	824	A
DATA	8% THRESHOLD	15.	DATA	825	A
DATA	SIDELobe LEVEL	30.	DATA	826	A
DATA	SPACE FOR BIT ERROR, PHASE ERROR	2.0	DATA	827	A
DATA	RECEIVER NOISE TEMPERATURE	200.	DATA	828	A
DATA	SPACE FOR ACISE FIGURE, TEMP	2.0	DATA	829	A
DATA	SPACES FOR INTERNAL CALCULATIONS	32.	DATA	830	A
DATA	GROUND-TO-GROUND RECEIVER, AND SATELLITE POSITIONS		DATA	831	A
DATA	REF. POS. FOR COMMUNICATIONS		DATA	832	A

DATA	REFERENCE POSITION	0.	-79.33	47.75	633	A
DATA	TRANSMITTER PLATFORM DATASET	FIXED			834	A
DATA	TYPE OF PLATFORM	0.	0.		835	A
DATA	TRANS. POSITION	0.			836	A
DATA	RECEIVER PLATFORM DATASET	FIXED			837	A
DATA	TYPE	0.			838	A
DATA	REC. POSITION	0.			839	A
DATA	BATELITE PLATFORM DATASET	FIXED			840	A
DATA	TYPE	0.			841	A
DATA	SAT. POSITION	0.	33787.		842	A
DATA	THE OPTICAL SENSOR EVENT AND OPTICS DATA --	0.			843	A
DATA	OPTICS LOCK EVENT	25.			844	A
DATA	TYPE	99999.			845	A
DATA	TIME				846	A
DATA	OPTICAL SENSOR				847	A
DATA	REP-OBJECT				848	A
DATA	SPACE				849	A
DATA	SPACE	1.0			850	A
DATA	CLCUD DATA	1.0			851	A
DATA	BASIC CLOUD DATASET				852	A
DATA	MODEL TYPE				853	A
DATA	NUMBER OF CLOUDS	1.			854	A
DATA	CLOUD LIST	1.			855	A
DATA	STATISTICAL CLOUD DATASET	1.			856	A
DATA	STATISTICAL CLOUD DATASET				857	A
DATA	MODEL NUMBER	1.			858	A
DATA	LAYER PARAMETER	0.			859	A
DATA	SPACES	90.			860	A
DATA	CLOUD LIST				861	A
DATA	CLOUD A				862	A
DATA	CLOUD A				863	A
DATA	OBJECT TYPE	CLOUD			864	A
DATA	CLOUD INDEX	1.0			865	A
DATA	CLOUD TYPE	1.0			866	A
DATA	POSITION	0.			867	A
DATA	SEMI-MAJOR HORIZ. AXIS (A)	4.			868	A
DATA	SEMI-MAJOR HORIZ. AXIS (B)	4.			869	A
DATA	SEMI-MAJOR VERT. AXIS (C)	4.			870	A
DATA	ORIENTATION (A *CCW FROM EAST) 0.	0.			871	A
DATA	OPTICAL SENSOR DATA				872	A
DATA	OPTICAL SENSOR LIST				873	A
DATA	OPTICAL SENSOR				874	A
DATA	OPTICAL SENSOR				875	A
DATA	NAME				876	A
DATA	OPTICS TYPE				877	A
DATA	OPTICS CALC TYPE				878	A
DATA	OBJECT TYPES				879	A
DATA	BORESIGHT				880	A
DATA	PLATFORM				881	A
DATA	OPTICS TYPE				882	A
DATA	OPTICS NCISE				883	A
DATA					884	A

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DATA	SIMULATE OPTICS			DATA	937	A
DATA	TRACK SIMULATION EVENT			DATA	938	A
DATA	SPACE3	1.0		DATA	939	A
DATA	SIMULATE OPTICS	3.0		DATA	940	A
DATA	RTYPE			DATA	941	A
DATA	TIME	27.0	INT	DATA	942	A
DATA	PUCEL TYPE	99999.0	SEC	DATA	943	A
DATA	SCAN TYPE	SURVEIL=01		DATA	944	A
DATA	OPTICAL SENSOR	CIRCULAR		DATA	945	A
DATA	PLCTS			DATA	946	A
DATA	SPACE FOR IPP DATA	OBJECTS		DATA	947	A
DATA	SPIRE LIST	1.0		DATA	948	A
DATA	SPACE FOR MEASUREMENT DATA	1.0		DATA	949	A
DATA	SPACE FOR LIST HEADER	1.0		DATA	950	A
DATA	OPTICS CHIC			DATA	951	A
DATA	IFLAG	0.0	INT	DATA	952	A
DATA	DELTA AZIMUTH	4E-3		DATA	953	A
DATA	DELTA ELEVATION	4E-3		DATA	954	A
DATA	OPTICAL TRACK SIMULATION			DATA	955	A
DATA	RTYPE	28.0	INT	DATA	956	A
DATA	CPTICAL TRACK TIME	99999.0	SEC	DATA	957	A
DATA	SPACE FOR SENSOR, OBJECT, TRACK FILE	3.0		DATA	958	A
DATA	TRACK INT	1.0	SEC	DATA	959	A
DATA	BORESIGHT			DATA	960	A
DATA	CAN THE SENSOR ACQUIRE	YES		DATA	961	A
DATA	INITIAL RANGE ERROR	1.0	MM	DATA	962	A
DATA	SPIRE SENSOR PROCESSING BLOCKS			DATA	963	A
DATA	COMPUTATION LIST			DATA	964	A
DATA	BLOCK 2			DATA	965	A
DATA	BLOCK 3			DATA	966	A
DATA	BLOCK 4			DATA	967	A
DATA	BLOCK 5			DATA	968	A
DATA	BLOCK 6			DATA	969	A
DATA	BLOCK 7			DATA	970	A
DATA	BLOCK 8			DATA	971	A
DATA	BLOCK 9			DATA	972	A
DATA	BLOCK 10			DATA	973	A
DATA	BLOCK 11			DATA	974	A
DATA	BLOCK 12			DATA	975	A
DATA	BLOCK 13			DATA	976	A
DATA	BLOCK 14			DATA	977	A
DATA	BLOCK 15			DATA	978	A
DATA	BLOCK 16			DATA	979	A
DATA	BLOCK 17			DATA	980	A
DATA	BLOCK 18			DATA	981	A
DATA	BLOCK 19			DATA	982	A
DATA	BLOCK 20			DATA	983	A
DATA	BLOCK 21			DATA	984	A
DATA	BLOCK 22			DATA	985	A
DATA	BLOCK 23			DATA	986	A
DATA	BLOCK 24			DATA	987	A
DATA	BLOCK 25			DATA	988	A

DATA	NAME	BCUB=5	WT	DATA	1093
DATA	YIELD	1.0		DATA	1094
DATA	FFRAC	.10		DATA	1095
DATA	MPRAC	.24		DATA	1096
DATA	NPRAC	.01		DATA	1097
DATA	HRAC	.75		DATA	1098
DATA	THML NPHAC	.50		DATA	1099
DATA	GPRAC	.001		DATA	1100
DATA	PHASS	1.5E0	GM	DATA	1101
DATA	PHACTION ALUMINUM	0.05		DATA	1102
DATA	SPACES	2.0		DATA	1103
DATA	PHACTION URANIUM	0.45		DATA	1104
DATA	DEVICE DEPENDENT ENERGY SPECTRUM DATA =5			DATA	1105
DATA	SPACE FOR ENERGY SPECTRUM DATA	1.0		DATA	1106
DATA	DEVICE DEPENDENT ENERGY SPECTRUM DATA =1			DATA	1107
DATA	FLAG FOR INITIALIZATION	START		DATA	1108
DATA	NEUTRON REAPON DEPENDENT DATA			DATA	1109
DATA	GAMMA REAPON DEPENDENT DATA			DATA	1110
DATA	X-RAY REAPON DEPENDENT DATASET1.0			DATA	1111
DATA	SPACE FOR X-DATA	1.0		DATA	1112
DATA	SPACE FOR N-DATA	1.0		DATA	1113
DATA	SPACE FOR G-DATA	1.0		DATA	1114
DATA	DEVICE DEPENDENT ENERGY SPECTRUM DATA =2			DATA	1115
DATA	FLAG	START		DATA	1116
DATA	NEUTRON REAPON DEPENDENT DATA			DATA	1117
DATA	GAMMA REAPON DEPENDENT DATA			DATA	1118
DATA	X-RAY REAPON DEPENDENT DATASET1.0			DATA	1119
DATA	SPACES			DATA	1120
DATA	DEVICE DEPENDENT ENERGY SPECTRUM DATA =3			DATA	1121
DATA	FLAG	START		DATA	1122
DATA	NEUTRON REAPON DEPENDENT DATA			DATA	1123
DATA	GAMMA REAPON DEPENDENT DATA			DATA	1124
DATA	X-RAY REAPON DEPENDENT DATASET1.0			DATA	1125
DATA	SPACES			DATA	1126
DATA	DEVICE DEPENDENT ENERGY SPECTRUM DATA =4			DATA	1127
DATA	FLAG	START		DATA	1128
DATA	NEUTRON REAPON DEPENDENT DATA			DATA	1129
DATA	GAMMA REAPON DEPENDENT DATA			DATA	1130
DATA	X-RAY REAPON DEPENDENT DATASET1.0			DATA	1131
DATA	SPACES			DATA	1132
DATA	DEVICE DEPENDENT ENERGY SPECTRUM DATA =5			DATA	1133
DATA	FLAG	START		DATA	1134
DATA	NEUTRON REAPON DEPENDENT DATA			DATA	1135
DATA	GAMMA REAPON DEPENDENT DATA			DATA	1136
DATA	X-RAY REAPON DEPENDENT DATASET1.0			DATA	1137
DATA	SPACES			DATA	1138
DATA	REAPON DEPENDENT DATA FOR DEPOSITION CALCULATIONS			DATA	1139
DATA	X-RAY REAPON DEPENDENT DATASET0.5			DATA	1140
DATA	SPEC	3.0	(7E9,3,2X))	DATA	1141
DATA	2.820E-03, 1.840E-02, 9.100E-02, 1.740E-01, 4.710E-01, 2.340E-01, 9.640E-03,			DATA	1142
DATA	2.900E-06			DATA	1143
DATA				DATA	1144

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